

## **VOLUME 44**

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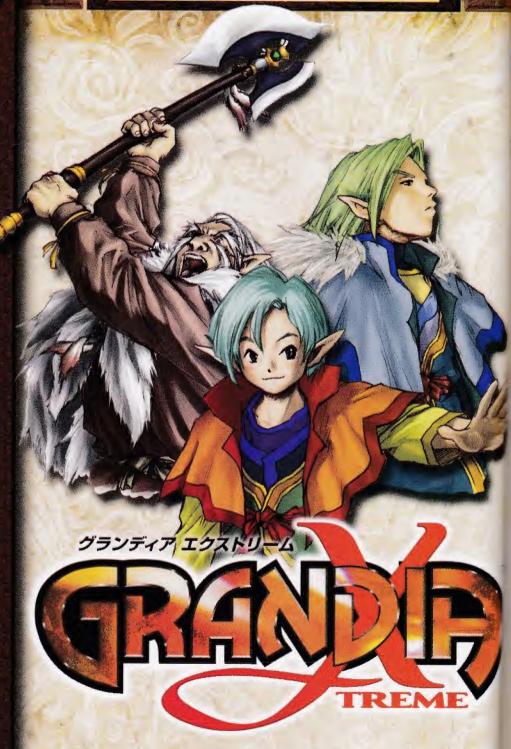
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# HOW TO USE THIS GUIDE



## INTRODUCTION

This guide is broken into three major sections: general game information, the walkthrough, and appendices. The general information section includes data on the characters that make up your party and others who are impor-

tant to your quest, the monsters you face, and the spells and moves at your disposal. The walk-through shows the optimal path through each section of *Grandia Xtreme*, and presents information on various side paths and hidden

areas. At the end of the book are appendices that includes additional information on your characters' special moves, their combined techniques, the spells and Mana Eggs, and the many items you can locate in your journey.



## SPECIAL MOVES

Each of the characters in your party has five special moves. The moves chapter shows you each move's name, what it does, what it can affect, its SP cost, and more. Most important is the information on the move's prerequisite, so you know exactly what you need to learn new moves.

In addition to their five basic moves, each character also has a number of techniques he or she can perform with other characters in the party. These combined moves are generally more powerful than single-character moves, but can be more difficult to perform in combat. Again, the prerequisite data is critical—it tells you which special moves your characters need to learn a combined skill, and which move you must use to trigger the combined move for the first time.





## SPELLS

Your characters can also use magic spells to help them in combat or, at times, between combat. Spells can heal members of the party, cure their ailments, and improve their combat abilities, but they can also disable, harm, and finish off the many monsters you face.

Like special moves, spells have a point cost—the more powerful the spell, the more expensive it is to cast.

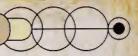
These points are drawn directly from your Mana Eggs, which you can only replenish by returning to Locca. Because of this, using your spells at the right time and in the right place is critical.

The Spells section tells you the point cost for casting each spell, and the Mana Eggs on which you can find each spell. This section also includes details on each spell's effects so that you can pick the right spell for the job at hand.





## **MONSTERS**



You face a huge array of nasty creatures as you quest to stop the Elemental Disorder.
The best way to defeat your enemies is to know them inside and out. Having the right weapons, spells, and special moves for every situation is the difference between emerging from a battle alive and having to return to your last saved game.

The Monsters section of this book contains the vital information on each of the creatures you encounter, including the special moves and spells that they like to use in combat, as well as their vulnerabilities and immunities. We also tell you where the creatures appear in the game, so you can be ready for them before you find them.



characters in a large radius.

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## THE WALKTHROUGH



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We carefully designed the walkthrough sections to get you from one end of an area to another, and to help you find all of the hidden locations and secret items along the way. Each walkthrough section contains the following:

Maps: The maps indicate the locations of all treasures, monster groups, ladders, places where you must take special actions, secret doors, traps, Sound Bites, and Carros. The maps are also numbered in places.

These numbers correspond with the text, and alert you to important parts of the area, things to look for, and tasks you must perform to continue.

Text: As mentioned above, the text is numbered to correspond with the maps. By following along both in the text and on the map, you can keep track of precisely where you are.

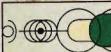
Creatures: The start of each walkthrough section contains

lists of the creatures you will find there, and presents each creature's average number of HP for that area.

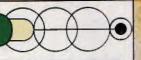
Boss Data: Each of the game's bosses is a unique creature with extraordinary abilities. The boss sections detail the best way to defeat each boss, which moves and spells work well on which bosses, and which of the bosses' special moves to watch out for.







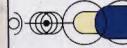
## CARMYNE



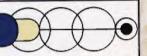


Age: 20 · Height: 168 cm · Weight: ? kg · Weapon: Saber

Like Brandol, Carmyne is a member of the Nortis Army. Unlike her burly companion, she is accepting of others and willing to give them a chance. Carmyne is not as strong or as powerful as Brandol, and relies much more on her speed and increased magic abilities to help her succeed. Carmyne is one of the most versatile characters in the game. Although she doesn't always do the most damage in battle, her ability to act quickly and move even more quickly make her a valuable asset to the team. Carmyne is better at magic than Brandol is, but she can equip just two Mana Eggs.



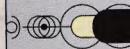
## JAID



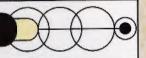


Age: 22 · Height: 174 cm · Weight: 68 kg · Weapon: Staff

An Arcadian Knight, Jaid is extremely capable in combat and in the magical realm. He can only equip two Skill Books, which makes him very limited in terms of skills, but no one can use more Mana Eggs at once than Jaid can. He is a master magician, able to wield offensive, defensive, and restorative spells with equal precision. Although he is limited in the number of skills he can equip, Jaid is an accomplished fighter, and can hold his own on the battlefield (in terms of damaging enemies), even among huge warriors like Brandol and Ulk. Jaid has an instinctive dislike for the Nortis, and refuses to trust them or take orders from Nortis military.



## TITTO





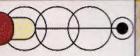


Age: 16 · Height: 158 cm · Weight: 53 kg · Weapon: Dagger

Jaid's companion is Titto, small and swift. Unlike most of the characters, Titto uses a ranged weapon that allows him to strike from a distance. This means Titto gets his attacks off quickly, often wounding or killing an enemy before it has the chance to strike. One of Titto's best features is his ability to strike three times with a combo attack instead of just two times like all the other characters. Each strike does less damage, but the additional hit puts him near the top in terms of the amount of damage he can cause. Titto can equip four Skill Books and three Mana Eggs, making him one of the most well-rounded characters on your team.



## LIEUTENANT DIENE

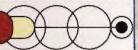




Your liaison between the destruction of the Elemental Disorder and the Nortis military is Lieutenant Diene. A tough military woman, Diene is an idealist and an optimist. She believes that the only way to end the Elemental Disorder is through military action led by the Nortis. She also believes that by including Arcadian and Hazman people in the group sent to stop the Disorder, she can help create a lasting peace between all three groups.

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## **COLONEL KROITZ**

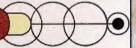




Colonel Kroitz is difficult to figure out. On one hand, he's a rival of Evann's from childhood. Evann considers him no more than an egotistical jerk always looking out for himself—even if he destroys others. On the other hand, Kroitz has earned a high military rank through his ability to lead others and make the right decision time and time again. Time will tell if Kroitz's highest priority is in looking out for the world's best interests, or if he is working for his own benefit.

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## **SPECTO**





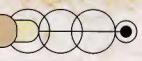
Perhaps the strangest character you meet is Specto, the science officer assisting Colonel Kroitz in the investigation of the Elemental Disorder. Specto, like Kroitz, has a high military rank and is well-respected in the Nortis Army. However, he always seems to be hiding something, and is not very forthcoming with information concerning the Elemental Disorder. Without Kroitz, Specto loses much of his bravado.



# BESTARY



## **NORMAL CREATURES**





### **ANCIENT WARRIOR**





LOCATION: Evolution Corridor 6-10

MOVES AND SPELLS: Heat Spiral, Hyper Buster

### DESCRIPTION:

Similar to Space Warriors, Ancient Warriors are tougher and harder to kill. They have significant armor, which means you'll want to use spells and special moves to split them in half. Watch out for Heat Spiral, which affects all characters in a large radius.



### ANGRY SPIRITS





LOCATION: Starry Corridor 16-20

MOVES AND SPELLS: Crackle, Craze, Gravity

### DESCRIPTION:

Angry Spirits are undead monsters that love to use their special abilities. They have a decent amount of HP, but are vulnerable to physical attacks and most spells. Because they are undead, don't use Absorber against them.



### **ARCADIA SOLDIER**





LOCATION: Outside Locca

MOVES AND SPELLS: Burnflame, Poizn, Sonic Shot, Speedy

### DESCRIPTION:

Arcadia Soldiers guard the way to Lutina. They have a lot of HP and are tough foes because of their speed. Their Sonic Shot attack is much like Howlslash, bitting all characters in a straight line. Use critical strikes against them to knock them off balance.

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### ARCHAEOPTERYX





LOCATION: Evolution Corridor 6-10

MOVES AND SPELLS: Aerial Smash, Escape, Roar

### DESCRIPTION:

Similar to Dodos and Phoenixes, Archaeopteryx are simply more powerful. Like their smaller kin, they love to Roar and bring in more creatures for you to fight. Handle them first in any battle to prevent them from swarming you. Aerial Smash is performed by four creatures, and is a series of eight strikes.



### ARMADILLON





LOCATION: Underground Cavern

**MOVES AND SPELLS: Poison Breath** 

### **DESCRIPTION:**

Huge, strange creatures that look like a cross between lizard and earthworm, Armadillons aren't that problematic to defeat. Watch out for their Poison Breath attack, which damages characters in a fan-shaped area in front of the creature.



### ARMORED SLIME





LOCATIONS: Light Ruins, Evolution Corridor 1-5

MOVES AND SPELLS: Blade Zap, Burst Shot

### DESCRIPTION:

These huge sults of animated green armor are terrible to face because of their huge number of HP. Hit them with critical attacks to cancel them, because even their simple physical attack causes incredible amounts of damage.

## BABY CRUSTACEAN



LOCATION: Flame Ruins

MOVES AND SPELLS: -

### DESCRIPTION:

Sporting a thick outer carapace, defeating Baby Crustaceans takes either a big weapon or good spells. They are tenacious and tough to kill, and their physical attack can poison the victim. Use spells and moves that can target several at once.

## BAHAMUT



LOCATION: Evolution Corridor 11-15

MOVES AND SPELLS: WOW!, Zap All

### DESCRIPTION:

Massive creatures with more HP than even some bosses, Bahamuts are frightening to behold. They are huge monsters with blue bat wings that dominate the battlefield. They are tough simply because of their stock of HP, and can be beaten by simply hitting them consistently with critical attacks.





LOCATION: Light Ruins

MOVES AND SPELLS: BOOM!, BOOMOR!

### DESCRIPTION:

Big Devils look exactly like you'd think they would—they're huge, red monsters with bat wings. They love Fire and Bomb effects, and these are virtually worthless against them. Use Blizzard spells and effects to cut them down quickly.

## 



LOCATIONS: Darkness Ruins, Starry Corridor 26–30, Underground Cavern

MOVES AND SPELLS: Scrum Charge, Snowball

### DESCRIPTION:

Bigfoots are the larger variety of Sasquatches, and groups of three can perform the same Scrum Charge attack. Their Snowball attack reduces the victim's ACT score, as well as doing damage. Bigfoots are virtually immune to Blizzard damage.

## BRAIN BAT



LOCATIONS: Flame Ruins, Starry Corridor 1-5

MOVES AND SPELLS: Burn!, Burnflame, Poizn, Snooze

### DESCRIPTION:

Brain Bats aren't tough to kill, but are very likely to use their spells. They love to use Poizn and Snooze to slowly wear down the group or knock someone out for a few rounds. When attacking, they can perform 5-hit combos.

## CALIBUS



LOCATION: Darkness Ruins

MOVES AND SPELLS: Burst Crush, Buster Horn

### DESCRIPTION:

The bigger brother of the Minotaur, a Calibus is a serious enemy. Its Burst Crush attack can paralyze its victim. Buster Horn is similar to the Minotaur's Tornado Horn, but causes Fiora instead of confusion.

## CHAMELEON



LOCATIONS: Illusory Meadow, Starry Corridor 11-15

MOVES AND SPELLS: Fader, Poizn, Runner

### DESCRIPTION:

Chameleons are dangerous foes for two reasons. First, their attacks can paralyze anyone they strike. Second, they love to use Fader, and attack while invisible. The best way to protect yourself is to defend until the spell wears off, or attack other creatures until you can see the Chameleon again.

## CLAY BIRDS



LOCATION: Evolution Corridor 1-5

MOVES AND SPELLS: Diggin', Feather Needle, Quake

### DESCRIPTION:

Huge birds made from clay (just as the name suggests), these creatures are almost invulnerable to Land spells and effects. They have a lot of HP and a tough skin. Use other elemental effects against them, and special moves to wear them down.





## CRAG SNAKE



LOCATIONS: Flame Ruins, Starry Corridor 6-10, Underground Cavern

MOVES AND SPELLS: -

### DESCRIPTION:

Crag Snakes have a poisonous attack, and can afflict anyone they hit with poison. This makes them particularly dangerous in battle. Make sure you have either the Purify spell or plenty of antidote, and get rid of them early in battles.

## X

### CRIMSON CLAW





LOCATION: Starry Corridor 1-10

MOVES AND SPELLS: Sleep Dance

### DESCRIPTION:

Crimson Claws look like red versions of the Giant Hermit Crabs in the Land Ruins. They have good armor and can be tough to kill physically. Their Sleep Dance attack is a series of four hits that often puts the victim to sleep.

## **X**

### CRIMSON TAIL





LOCATION: Gale Ruins

MOVES AND SPELLS: Scissors Storm

### DESCRIPTION:

Massive scorpions, Crimson Tails are most dangerous because their huge number of HP means it takes a long time to wear them down. The Scissors Storm is a series of strikes that causes a lot of damage and can temporarily sap the victim's ability to cast spells.



### DARK RAVEN





LOCATIONS: Darkness Ruins, Starry Corridor 26–30, Light Ruins

MOVES AND SPELLS: Decamp

### DESCRIPTION:

Dark Ravens have few HP and no special moves except for running away. However, they are difficult to hit because they are so agile. Generally, they get in the way of your other attacks. Don't take them too seriously, and fight them last.

## DEAD EYE



LOCATION: Evolution Corridor 6-10

MOVES AND SPELLS: Meteer Fall, Shock Bomb

### DESCRIPTION:

These disturbing monsters look like animated eyeballs with legs. They have a moderate amount of HP, but are most dangerous because of the power of their spells and special attacks. Cancel them as much as possible to prevent them from doing much damage to your team.

## DEATH DOBERMAN





LOCATION: Starry Corridor 21-30

MOVES AND SPELLS: Crackle, Howislash, Shhh!

### DESCRIPTION:

The larger brothers of Land Cougars, Death Dobermans require the same battle tactics. They have the same ability to dodge physical attacks, and use their spells, particularly Howislash, frequently.

### DINO FREEZER



LOCATION: Evolution Corridor 6-10

MOVES AND SPELLS: Blizzard Breath

### DESCRIPTION:

Similar to Hammerheads, but Blizzard-using instead of Fire-using, Dino Freezers are very vulnerable to Fire and Bomb spells and effects. Don't bother using Blizzard attacks on them. Their Blizzard Breath attack causes damage and reduces the MOV score of the characters it hits.

## DODO





LOCATIONS: Gale Ruins, Starry Corridor 1-5, Illusory Meadow

MOVES AND SPELLS: Decamp, Roar, Sky Raid

### DESCRIPTION:

Dodos are a nulsance. They have few HP and aren't hard to kill. However, they love to Roar and bring in more Dodos to get in your way and batter you. Hit them early to stop them from multiplying. Four Dodos can perform Sky Raid—a series of eight attacks.



## DE LO VERSU





LOCATION: Aqua Ruins

MOVES AND SPELLS: Buzz

### DESCRIPTION:

Dragonfly Toads don't have much HP, but they are very agile and difficult to hit. They love to use their Buzz move, which brings in additional Dragonfly Toads. Use area-effect spells to wipe them out, and cancel their attacks to prevent the battlefield from becoming overwhelming.



### DRAGONOID





LOCATIONS: Light Ruins, Evolution Corridor 1-5, Underground Cavern

MOVES AND SPELLS: Blade Zap, Fireball, Inferno, Rush Slaps, WOW!

### DESCRIPTION:

Even larger and more dangerous than Merman Warriors, Dragonoids are similar to them in many respects.



### DUAL SCISSORS





LOCATION: Evolution Corridor 11-15

MOVES AND SPELLS: Freeze Down, Twin Attack

### DESCRIPTION:

The bigger, nastier variety of Crimson Tails, Dual Scissors are vicious, large, and deadly in combat. Their Twin Attack, performed by two of these monsters, can shred even the most powerful character instantly.



### FALCON DEVIL





LOCATIONS: Gale Ruins, Light Ruins, Evolution Corridor 1–5

MOVES AND SPELLS: Howislash, Howinado, Sonic Pulse

### **DESCRIPTION:**

These large creatures aren't nearly as bad as they look. Their Sonic Pulse attack is their only really dangerous ability, since it can confuse the victim. Keep pressure on them with critical hits, and they'll go down quickly.



### FENNI BIRD



LOCATION: Underground Cavern

MOVES AND SPELLS: Decamp, Roar

### DESCRIPTION:

The Underground Cavern version of the Dodo or Phoenix is the Fenni Bird. These creatures are similar to their avian cousins, and act almost identically. Watch out for their Roar move, and kill them quickly to keep them from overcrowding the battlefield.



### FISH MAN



LOCATIONS: Aqua Ruins, Underground Cavern

MOVES AND SPELLS: Crackle, Snooze

### DESCRIPTION:

Fish Men are about the equivalent of Mermen in terms of HP and physical strength. However, they have fewer spells to work with and aren't as agile. They can strike from a longer range, but are otherwise much easier to defeat than Mermen.



### FLAME KNIGHT



LOCATION: Flame Ruins

MOVES AND SPELLS: WOW!

### ESCRIPTION:

Massive suits of animated armor, Flame Knights can be a real problem because of their sheer physical strength. If you can keep them from casting WOW! on themselves, you can beat them without much trouble.



### FLAME TOAD



LOCATION: Light Ruins

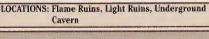
MOVES AND SPELLS: Escape, Frog Song, Roar

### DESCRIPTION:

Similar to Frost Frogs, Flame Toads are vulnerable to Blizzard damage and immune to Fire and Bomb, just as their name implies.







MOVES AND SPELLS: Slow Body

### DESCRIPTION

Flare Ogres perform a 3-hit combo when they attack physically. They have a decent number of HP. Their Slow Body attack is a single critical strike that does decent damage and cancels the victim's action.

## FROST FROG



OCATIONS: Aqua Ruins, Gale Ruins, Starry Corridor 1-5, Underground Cavern

MOVES AND SPELLS: Decamp, Evap, Healer, Roar

### DESCRIPTION:

Frost Frogs are immune to most Blizzard attacks and spells. They love to Roar and bring in more help. Their Evap spell is more dangerous, though. Take them out early so they don't continue to bring in more creatures to fight.

### GARGOYLE



LOCATIONS: Land Ruins, Gale Ruins

MOVES AND SPELLS: Howislash, Shhh!, Zap!

Gargoyles are heavily armored, so spells are the way to go against them until you have much better weapons. They also have a good amount of HP. Fire spells work well on them, and Bolt spells are less effective.

## GIANT CATERPILLAR



LOCATIONS: Illusory Meadow, Starry Corridor 16-20

MOVES AND SPELLS: Poison Gas

### DESCRIPTION:

Giant Caterpillars look like green versions of Rainbow Caterpillars. Like their cousins, they have a lot of HP compared with other creatures in the area. Their Poison Gas attack can afflict multiple characters with poison, making it important to stop this attack.

### GIANT HERMIT CRAB



LOCATIONS: Land Ruins, Evolution Corridor 11-15

MOVES AND SPELLS: Assault Punch, Call for Help, Confusion Waltz

### DESCRIPTION:

These creatures have a tough outer shell, making physical attacks less useful against them. The Confusion Waltz causes confusion, and Call for Help brings in another one or two Giant Hermit Crabs. Three of these monsters can use the Assault Punch attack, which is a series of 15 strikes.

### **GIANT MANTIS**



LOCATION: Starry Corridor 21-30

MOVES AND SPELLS: Bug Whistle

### DESCRIPTION:

Giant Mantises are similar to Wind Mantises, save that they have a lot more HP and are harder to kill. Treat them the same way, ignoring them until stronger foes are gone except to use critical attacks to stop their Bug Whistle from bringing more enemies into combat.

### GILLED GENERAL



LOCATIONS: Starry Corridor 11-20, Underground Cavern

MOVES AND SPELLS: Full-Body Blow

### DESCRIPTION:

The most physically powerful of the Gilled creatures, Gilled Generals are significant foes. Their Full-Body Blow is essentially the same as a Critical Hit from their weaker cousins. This strike can kill a character instantly.

### **GILLED PAWNS**



LOCATIONS: Land Ruins, Underground Cavern

MOVES AND SPELLS: Bomb, Critical Hit, WOW!

### DESCRIPTION:

The weakest of the Gilled creatures, these are dangerous because of their WOW! spell. Their Bomb attack can do damage to multiple characters, and the Critical Hit attack is capable of killing a character instantly (although this is rare).



## GILLED SARGE



LOCATIONS: Starry Corridor 6–15, Underground Cavern

MOVES AND SPELLS: Bomb, Critical Hit, Run Away,

MOVES AND SPELLS: Bomb, Critical Hit, Run Away, Snooze, Time Bomb, WOW!

### DESCRIPTION:

A more powerful version of Gilled Pawns, Gilled Sarges are tougher physically. Watch out for their Time Bomb strike, which creates a delayed-action bomb. Critical Hit can kill a character instantly.

## GILLED SHAMAN



LOCATIONS: Land Ruins, Underground Cavern

MOVES AND SPELLS: Sealing Blow, Tremor

### DESCRIPTION:

Gilled Shamans have fewer HP than Gilled Pawns, but are tougher to fight. Their Sealing Blow attack does a lot of damage, and can prevent the victim from using spells for a period of time. Gilled Shamans are often wealthy, making them great targets for Titto's Get Item move.

## HAMMERHEAD



LOCATIONS: Flame Ruins, Starry Corridor 6-15

MOVES AND SPELLS: Firebreath

### DESCRIPTION:

Huge, flightless birds, Hammerheads have more HP than anything but the bosses in the Flame Ruins the first time you go through. Their high HP count makes them hard to kill, and their Firebreath can damage multiple characters with a single attack.

## HELLHOUND



LOCATIONS: Flame Ruins, Evolution Corridor 11-15

MOVES AND SPELLS: BOOMOR!, Burn!, Burnflame, WOW!

### DESCRIPTION:

Hellhounds are Fire creatures, as their name suggests. Blizzard spells and weapons with a Blizzard effect are best for taking them down completely. They avoid a lot of physical attacks, so be prepared with spells and moves.

### IMMUNE CELL



LOCATION: Evolution Corridor 11-15

**MOVES AND SPELLS: Spark Press** 

### DESCRIPTION:

More powerful and dangerous versions of Star Mirages, Immune Cells appear very late in your quest. Watch out for their Spark Press, which is similar to the Star Mirage's Power Press, but can also paralyze its target.

### KILLER MOTH



LOCATION: Illusory Meadow

MOVES AND SPELLS: Poiza

### DESCRIPTION:

These creatures appear only after you return to the Illusory Meadow once you have defeated Quanlee. They have very tough skins, and are difficult to kill without using spells. Special moves also work well against them.

### KITE RAY



LOCATION: Aqua Ruins, Gale Ruins

MOVES AND SPELLS: Snooze!

### DESCRIPTION:

Kite Rays have a tough skin and a ton of HP, making them serious opponents. In general, fight the creatures that accompany Kite Rays first, using area-effect spells and moves to wear down the Kite Rays before you have to attack them.

### KROITZ GUARD



LOCATIONS: Escarre, Light Ruins

MOVES AND SPELLS: Sonic Shot, Tremor

### DESCRIPTION:

Assistants of Colonel Kroitz, you fight these guys several times in your quest. When with Kroitz, these should be your first targets. They have a lot of HP, but they aren't that tough to take down if you hit them consistently.





### LAND COUGAR



LOCATIONS: Gale Ruins, Illusory Meadow



MOVES AND SPELLS: Howlslash, Panther Strike, Retreat, Runner, Shhh!,

### DESCRIPTION:

Land Cougars are difficult foes because of their ability to dodge out of the way of many combos and critical attacks. They love to use Runner on themselves and allies, and they use Howlslash almost as frequently. Panther Strike is a physical attack that does significant damage.



### LANTERN DEMON





LOCATION: Flame Ruins

MOVES AND SPELLS: Burn!, Burner, Burnflame, WOW!

### DESCRIPTION:

Lantern Demons love Fire spells, and use Burner (similar to Burnflame), often. Blizzard spells take them down quickly. Be wary of them, because they have a ranged attack, meaning you usually have to run to get next to them.



### LIZARD SOLDIER





LOCATION: Starry Corridor 1-19

MOVES AND SPELLS: Bomb

Lizard Soldiers look like larger, nastier versions of the Merman, and that's essentially what they are. Their Bomb move causes a lot of damage in the explosion radius, but this is the only special move these monsters have.



### LUCKY MINK





LOCATION: Starry Corridor 11-15

MOVES AND SPELLS: Call for Help, High Agility

### DESCRIPTION:

Lucky Minks like to get in the way of your attacks. They generally call in other Lucky Minks and then run away. They're almost impossible to damage, and generally just get in the way of your attacks. Ignore them and let them flee.



### LYCANTHROPE





LOCATIONS: Illusory Meadow, Starry Corridor 11-15

MOVES AND SPELLS: Diggin', Guard Up, Skewering, Stram, WOW!, Zap!

### DESCRIPTION:

Lycanthropes have decent armor and a good amount of HP, making them serious foes. They love to use their spells, and groups of three perform the Skewering attack, which is often fatal. Spells work well against them.



### **MEGA BEAST**





LOCATION: Evolution Corridor 11-15

MOVES AND SPELLS: -

### DESCRIPTION:

Squat creatures that are surprisingly nimble despite their appearance, MegaBeasts are less of a problem than they appear. You can easily defeat them with physical attacks or spells. They should be your last target in combat against groups containing them.



### MERMAN





LOCATION: Aqua Ruins

MOVES AND SPELLS: Crackle, Evap, Flee, Healer, Snooze!

### DESCRIPTION:

Mermen love to use their spells, and are especially fond of Evap and Snooze. They have a decent amount of HP, and are fairly dangerous because of their decent ACT score, which allows them to attack frequently.



### **MERMAN WARRIOR**





LOCATION: Light Ruins

MOVES AND SPELLS: Binder, Rush Slaps, Shock Bomb, Zapt

### DESCRIPTION:

Much more powerful and deadly than simple Mermen, Merman Warriors use Bolt effects instead of Water and Blizzard. Watch out for Rush Slaps, performed by three Merman Warriors against a single character.

### MIMIC





LOCATIONS: Aqua Ruins, Starry Corridor 6-10, 16-20, Light Ruins, Evolution Corridor 6-10

MOVES AND SPELLS: Burnstrike, Meteor Fail

### DESCRIPTION:

Mimics look like treasure chests. You can spot them by looking on your radar map—if you see a chest in front of you and not on the radar, it's probably a Mimic. They have a mountain of HP and an extremely deadly attack. The only good thing about them is that they always appear by themselves.

## X

### MIND EATER





LOCATION: Evolution Corridor 1-5

MOVES AND SPELLS: Binder, Blade Zap, Curse, Ogre Claw

### DESCRIPTION:

Similar to Angry Spirits, Mind Eaters are more powerful and dangerous. Be careful of their Ogre Claw move, which can paralyze its victims. Like Angry Spirits, Mind Eaters are undead, making Absorber dangerous to use against them.

## M

### MINOTAUR





LOCATIONS: Land Ruins, Starry Corridor 26-30

MOVES AND SPELLS: Land Crush, Tornado Horn, Underground Cavern

### DESCRIPTION:

A sort of boss the first time through the Land Ruins, Minotaurs become regular creatures once you have finished the Elemental Ruins. The Tornado Horn attack is deadly, both for the damage it causes and the confusion effect that often follows it. Zap! and similar spells are great against them.

## X

### MOCCASIN





LOCATION: Aqua Ruins

MOVES AND SPELLS: -

### DESCRIPTION:

Moccasins look like the aquatic version of the Crag Snake. Unlike their cousins, Moccasins can't poison, but their attack is capable of paralyzing its victim. Try to eliminate them early in battle to avoid being paralyzed.

## MOTTLED SPIDER



LOCATIONS: Land Ruins, Starry Corridor 6-10

MOVES AND SPELLS: Sticky Strings, Triple Bites

### DESCRIPTION:

Mottled Spiders are easy to kill, but their Sticky Strings move does damage and reduces the MOV of the victim. Groups of three can perform Triple Bites, which can do a lot of damage to lightly armored characters.

### NAGA QUEEN



LOCATIONS: Agua Ruins, Evolution Corridor 6-10

MOVES AND SPELLS: Crackle Floe, Shock Bomb

### DESCRIPTION:

Massive Naga Queens haunt the Aqua Ruins when you return there after adding Lutina to your party. They have more HP than everything in the Aqua Ruins besides Mimics and the Deava. Treat them like bosses—fight the other creatures in the monster group first, wearing down the Naga Queen with area-effect spells and moves.

## M

### PHOENIX



LOCATIONS: Flame Ruins, Starry Corridor 16-25

MOVES AND SPELLS: Burst Raid, Decamp. Roar

### DESCRIPTION:

Phoenixes are weak and easy to kill, but use their Roar move often. This brings in one or two additional creatures to fight. Because of this, try to eliminate them at the start of every battle against a mixed group that includes them. Four Phoenixes can perform the Burst Raid, a series of eight hits on a single character.



### **PLETHODON**



LOCATION: Starry Corridor 26-30

MOVES AND SPELLS: Burnflame, Burnstrike, Flee,

### DESCRIPTION:

Larger and more dangerous than Hammerheads, Plethodons love to use Fire spells, and are virtually immune to Fire and Bomh damage. Use Blizzard effects against them to take them down quickly.

## RAINBOW CATERPILLAR



LOCATION: Land Ruins

MOVES AND SPELLS: -

### DESCRIPTION:

Rainbow Caterpillars are exactly what they sound like—big, nasty bugs. They have a lot of HP compared with other creatures in the same area, but they aren't tough to get through with either spells or physical attacks.

## X

### **ROCK GOLEM**





LOCATIONS: Darkness Ruins, Starry Corridor 21-25

MOVES AND SPELLS: -

### DESCRIPTION:

Huge creatures of stone, Rock Golems obviously have excellent armor and are difficult to hurt physically. Hit them with special moves and spells, and with your strongest characters to eliminate them quickly.

## M

### SABLE





LOCATIONS: Gale Ruins, Starry Corridor 11–15, 21–30, Evolution Corridor 1–5

MOVES AND SPELLS: Call for Help

### DESCRIPTION:

Small, green, and looking like mutated rabbits, Sables can be a real problem. They are tough to hit and love to use their Call for Help to bring more Sables into the fight. Use area-effect spells and moves against them, and hit them early, or you'll be up to your waist in them.

## M

### SALADILE





LOCATION: Flame Ruins

MOVES AND SPELLS: -

### DESCRIPTION:

Saladiles look a lot like Chameleons, and fight essentially the same way.

They aren't too difficult to kill, sporting only a moderate amount of HP and not much armor.

## SARRACENIA MANTIS



LOCATION: Illusory Meadow

MOVES AND SPELLS: Absorber, Blood Sucker, Rose Hurricane

### DESCRIPTION:

These huge creatures are not truly Mantises, but rather plants. Their Blood Sucker attack is much like Absorber, draining HP from your characters and adding them to the creature. Treat them like bosses, hitting lesser foes before concentrating on them. Watch out for Rose Hurricane, which is almost always fatal to the victim, and causes confusion if it isn't.

## M -

### SASQUATCH





LOCATIONS: Land Ruins, Starry Corridor 1-5

MOVES AND SPELLS: Mud Cannon, Scrum Charge

### DESCRIPTION:

Sasquatches have tons of HP, which makes them a challenge. The Mud Cannon attack can confuse the victim. Three Sasquatches can perform the Scrum Charge, which deals an amazing amount of damage.

## SATAN SABER





LOCATIONS: Darkness Ruins, Light Ruins

MOVES AND SPELLS: Hyperslash, WOW!

### DESCRIPTION

Giant animated swords, Satan Sabers aren't nearly as tough as they look. Watch for their Hyperslash attack, which can cause damage. Otherwise, you can take them down easily with physical attacks.

## SKULL SNAIL



LOCATION: Evolution Corridor 11-15

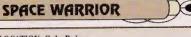
MOVES AND SPELLS: Choke Thrust

### DESCRIPTION:

These undead creatures that look like a cross between a mutated human and a snail, and they're deadly in combat. They have a good amount of HP, and their bony bodies make them resistant to damage. Use spells against them, but avoid Absorber, since these monsters are undead.







LOCATION: Gale Ruins

MOVES AND SPELLS: Aerial Slasher, Triple Demon Thrust

### DESCRIPTION:

Space Warriors are tough to defeat physically because of their large amount of HP. Their two special moves are also trouble—Aerial Slasher is an area attack around the creature, and Triple Demon Thrust performs a trio of hits on one character, usually for a scary amount of damage.



### STAR MIRAGE



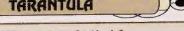
LOCATIONS: Aqua Ruins, Darkness Ruins

MOVES AND SPELLS: Power Press, Tri-Star

Star Mirages have a lot of HP-more than almost everything else in the Aqua Ruins. The Power Press attack flattens the victim and cancels his next action, making it critical to cancel this attack whenever possible. Tri-Star is performed by three Star Mirages.



### TARANTULA





LOCATION: Evolution Corridor 1-5

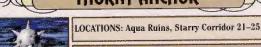
MOVES AND SPELLS: Net Breaker, Triple Bites

### DESCRIPTION:

Tarantulas are much more powerful versions of Mottled Spiders, and have essentially the same attacks. Net Breaker is the same as Sticky Strings, dropping the victim's MOV score and causing damage.



### THORNY ANCHOR



MOVES AND SPELLS: Crackle, Def-Loss, Gravity, Sucoze

### **DESCRIPTION:**

Thorny Anchors are well-armored, so only the most powerful and bestequipped characters can hurt them physically. They use Gravity to set up other special moves and spells.

## THUNDER DRAGON



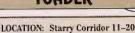
LOCATION: Light Ruins

MOVES AND SPELLS: -

### DESCRIPTION:

Massive monsters that look similar to Hammerheads, Thunder Dragons have a lot of HP and a tough hide. Use spells against them, and hit them with special moves to keep them off balance. Ganging up on them is often a good way to get rid of them.

### TOADER





MOVES AND SPELLS: Decamp, Roar, Tri-Spear

Toaders look like Dragonfly Toads, and fight essentially the same way. Watch out for their Roar move, which hrings in more creatures to fight. Tri-Spear can be used by groups of three Toaders, and is a physical attack with multiple hits.

### TORTOGATOR



LOCATION: Land Ruins

MOVES AND SPELLS: Diggin', Shake, Tremor

Tortogators have a very tough hide, which makes killing them with physical attacks tough. Use Def-Loss to drop their guard or hit them with spells and your best special moves.

### VIRIDIAN PLANT



LOCATION: Illusory Meadow

MOVES AND SPELLS: Bubble Sprinkle, Poison Blow

### DESCRIPTION:

These creatures appear in the Illusory Meadow only after you have defeated Quanlee. They have a lot of HP and are difficult to damage. However, because they are plants, they are very vulnerable to Fire and they have low ACT scores, allowing your characters to attack them frequently. Bubble Sprinkle hits all characters near the creature, and can put victims to sleep. Poison Blow is a triple combo that poisons the victim.





## WIND MANTIS



LOCATION: Gale Ruins

MOVES AND SPELLS: Bug Whistle

### DESCRIPTION:

One of the main enemies in the Gale Ruins, Wind Mantises aren't that tough to deal with. Their Bug Whistle ability calls in more Wind Mantises, but they use it infrequently. You should have no trouble splitting them whenever you see them.

## WINGED BRAIN



LOCATIONS: Light Ruins, Evolution Corridor 11-15

MOVES AND SPELLS: Burnflame, Head Beating, Howlnado, Stram, Zapi, Zap All

### DESCRIPTION:

More dangerous and powerful versions of Brain Bats, Winged Brains appear late in your quest. They get in the way of attacks on other creatures. Watch for their physical attack, which does multiple hits. Head Beating is performed by three creatures at once.

## YETI



LOCATION: Starry Corridor 16-25

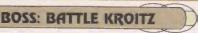
MOVES AND SPELLS: Burning Apolo

### DESCRIPTION:

Yetis look and act much like Flame Ogres. Their physical attack strikes multiple times. Burning Apolo causes Fire damage and can paralyze its victim.



## **BOSS CREATURES**





LOCATION: Escarre

MOVES AND SPELLS: BOOMOR!, Demon Slash, Dragon Summoner, Healer +, Shih!, Sonic Wave, Tartarus Fang, True Demon Slash

### DESCRIPTION:

A much more powerful version of Colonel Kroitz, Battle Kroitz has been powered up by Quantee. He has many of the same attacks as the lesser version of himself, but he is stronger and harder to hit. Watch out for the Dragon Summoner, which brings in a new, more powerful sword to fight for him.

## BOSS: BONE MANTIS



LOCATION: Gale Ruins

MOVES AND SPELLS: Crackle, Crackle Floe, Fiora, Howlnado, Howlslash, Mist Blast, Shhh!, Windslash, Wind Spear, Zap!, Zap All

### DESCRIPTION:

The Bone Mantis is dangerous because of the way you must fight it. Its left arm is immune to magic, and its right arm is immune to physical attacks. It loves to use Mist Blast, which can paralyze anyone caught in It. Wind Spear is the creature's most powerful attack, doing hundreds of HP of damage to a single character. The Bone Mantis also loves Windslash, which strikes all characters in the area for decent damage.



## BOSS: COLONEL KROITZ



LOCATION: Light Ruins

MOVES AND SPELLS: Convene, Demon Slash, Healer, Sonic Wave

### DESCRIPTION:

Colonel Kroitz is a deadly foe, mainly because his sword acts independently from him. His Demon Slash attack is similar to Evann's Sky Dragon Slash. Convene allows him to call another of his guards into battle to help him.



### BOSS: DEAVA





LOCATION: Agua Ruins

MOVES AND SPELLS: Alheal, Aqua Splash, Crackle, Crackle Floe, Evap, Snooze

### DESCRIPTION:

The Deava starts combat in a huge shell that you must destroy first. It's best to get through this shell as quickly as possible so you can cancel the Deava's other attacks. Watch out for the Aqua Splash attack, which causes loads of damage when it strikes.

## X

### **BOSS: GIANT SOLDIERS**





LOCATION: Land Ruins (after completing Wind Ruins)

MOVES AND SPELLS: Lightning, Mystery Steam

### DESCRIPTION:

This pair of giant warriors is very tough to get rid of. They are tough against physical attacks, but are more vulnerable to spells and special moves. Lightning causes damage to all your characters and can paralyze anyone it hits. Mystery Steam is more dangerons, because it reduces the victims' ACT, making it harder to cancel attacks.



### BOSS: LUTINA





LOCATION: Outside Locca

MOVES AND SPELLS: Dragon Rise, Shockwave Slash, Spider Net

### DESCRIPTION:

Lutina is very fast and loves to get off her special moves—especially Spider Net—in combat. She's hard to hit physically because she dodges so well. Your best bet against her is to use special moves—particularly those with cancel effects—and spells. Once you defeat her, she joins your party.

## BOSS: MOTHER CRUSTACEAN



LOCATION: Flame Ruins

MOVES AND SPELLS: Burnflame, Breeding, Hi-Jump, Side Slash, Swallow

### DESCRIPTION:

The Mother Crustacean hates to be alone, and continually uses the Breeding move to bring out Baby Crustaceans to help her. The Swallow move does some damage, but not much. The one to watch out for is Hi-Jump, which burts everyone in your party, and does a lot of damage.

## X

### BOSS: VOLT BEAST





LOCATION: Illusory Meadow

MOVES AND SPELLS: BOOM!, Burnflame, Buster Charge, Circle Slicer, Cosmic Dawn, Gravity, Gust Bazooka, Hellburner, Metamorphosis, Meteor Fall Shake, Stram, Terra Vortex, Zapl

### DESCRIPTION:

The Volt Beast is essentially two creatures in one. When upright, it is immune to elemental effects, and when on all fours, it is immune to physical attacks. It switches between the two forms with its Metamorphosis move. Its most significant attack is Cosmic Dawn, which damages all characters. Also watch out for Terra Vortex, which can paralyze anyone it hits.

## 1

### **BOSS: ZENOTHLEE**



LOCATION: Darkness Ruins

MOVES AND SPELLS: Crackle Floe, Crystal Capture, Freeze, Neo-Delta Burst, Titan Cannon

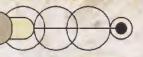
### DESCRIPTION:

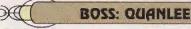
Zenothlee appears at the end of the Darkness Ruins. Unlike other bosses, he does not have multiple parts. However, he is flanked by three crystals that regenerate fully if destroyed. The Crystal Capture attack temporarily takes out one character, but also prevents that crystal from attacking. Neo-Delta Burst and Titan Cannon have different effects depending on the number of crystals Zenothlee has active.





## QUANLEE





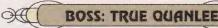


LOCATION: Evolution Corridor 16

MOVES AND SPELLS: Blade Zap, Zap All

### DESCRIPTION:

Quanice's first incarnation is impressive to look at, but not that tough in battle. He prefers to use Bolt effects, and is virtually immune to them. Concentrate on his wings first, and use critical attacks and powerful spells to knock him out. This shouldn't take you long.





LOCATION: Evolution Corridor 16

MOVES AND SPELLS: Apostle Summoner, BA-BOOMf, Final Claw, Hades Gate, Judgment Guillotine, Land Ripper, Light Undulation

### DESCRIPTION:

Your final battle is with this massive and deadly creature, the true form of Quanlee. He has a number of deadly special attacks—particularly Hades Gate, which causes over 5,000 HP of damage. His Force Gears aid him with Healer + and Shock Bomb spells, as well as Time Evolution, which allows the True Quanlee to act more frequently.



PERFECT

VERSUS BOOKS





OFFICIAL PERFECT GUIDE





MP COST:

TYPE: Blizzard

EFFECT LEVEL: 17 AREA OF EFFECT: Line Foe

MANA EGG: Holy

DESCRIPTION:

Absolute Zero is the most effective and powerful Blizzard spell. It does significant damage to a single enemy.

## **ABSORBER**



MP COST: 32

TYPE: Forest

**EFFECT LEVEL: 7** AREA OF EFFECT: Circle Foe

MANA EGGS: Chaos

Restore

DESCRIPTION:

This spell drains HP from all enemies in the radius of the spell, adding the HP to the caster, up to the caster's maximum HP. Do not use this spell against undead enemies. It will not drain HP from them, and it will kill the caster instantly!

### ALHEAL



MP COST: 12

TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: All Ally

MANA EGGS:

Forest Mist Restore DESCRIPTION:

Healing energy descends on the caster and all allies. restoring a small number of HP.

### ALHEALER



MP COST: 20

TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: All Ally

MANA EGGS:

Forest Restore Soul

DESCRIPTION:

Healing energy descends on the caster and all allies, restoring a decent number of HP.

### ALHEALER +



MP COST:

TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: All Ally

MANA EGGS:

Ether Life

DESCRIPTION:

Healing energy descends on the caster and all allies, restoring a great number of HP.

## **ASTRAEA ZAP**



MP COST:

70

TYPE: Bolt

EFFECT LEVEL: 16 AREA OF EFFECT: Circle Foe

MANA EGG:

Chaos

DESCRIPTION:

One of the most powerful Bolt spells, Astraea Zap drains HP from a single target. Like many Bolt spells, this can paralyze its target.

## BA-BOOM!

M 48 E A COST: TYPE:

EFFECT LEVEL: 13 AREA OF EFFECT: Circle Foe

AREA OF EFFECT: Circle

MANA EGG: Calamity DESCRIPTION:

This Bomb spell creates a huge explosion, followed by a mushroom cloud. It does incredible damage to all enemies in the explosion radius.

# BINDER MP COST: 8 TYPE: Bolt

AREA OF EFFECT: Single Foe

MANA EGGS:

Lightning Darkness Photon

Fenrir

DESCRIPTION:

EFFECT LEVEL:

The Binder spell, as the name sounds, binds the target in place, preventing the target from moving or attacking.

## BLADE ZAP



MP COST: 32 TYPE: Bolt

EFFECT LEVEL: 12 AREA OF EFFECT: Single Foe

MANA EGGS:

Dragon Ughtning DESCRIPTION:

Blade Zap sends a series of small ball lightning charges at the target, with each one that hits causing damage. This spell has the chance to paralyze its target.

# MP COST: 18 EFFECT LEVEL: 8 AREA OF EFFECT: Line Foe

MANA EGGS:

Astral Bomb Calamity Duster DESCRIPTION:

BOOM! creates two narrow lanes that cause continual Fire damage to any targets. This spell is best used against low- or mid-level enemics.

## BOOMOR



MP COST:

EFFECT LEVEL: 10 AREA OF EFFECT: Area Foe

MANA EGGS: Calamity Crown

Void

Lava

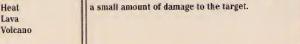
Lightning

DESCRIPTION:

This spell does a moderate amount of damage to all enemies in the area. It does more damage than BOOM!, and is good for mid-level foes.

Bomb







damage. It does less damage than BOOMOR!, but is

good for clearing groups of weaker enemies.







EFFECT LEVEL: -

AREA OF EFFECT: Single Ally

MANA EGGS: Cluster Gravity

DESCRIPTION:

This spell cures any character suffering from confusion, restoring him to your control.



AREA OF EFFECT: Circle Foe

**MANA EGGS:** 

Decrease Fenrir Rainbow

DESCRIPTION:

EFFECT LEVEL: -

Cold slows down its target's speed on the IP gauge, making that enemy's next action take longer. This is useful against powerful foes, and bosses in particular.



10

TYPE: Blizzard

EFFECT LEVEL: 9 AREA OF EFFECT: Single Foe

MANA EGGS: Astral Blizzard Fenrir Frost

Icicle

Blizzard

DESCRIPTION:

Huge chunks of ice and snow erupt from the ground, skewering the target. This is most affective against fire creatures.



MANA EGG: DESCRIPTION:

> Crackle Fang does much more damage than Crackle, and is more effective because it damages all enemies in its radius. This spell is extremely good against all targets.

## CRACKLE FLOE

30



MP COST: Blizzard

EFFECT LEVEL: 12 AREA OF EFFECT: Single Foe

MANA EGGS: Blizzard

Fenrir

DESCRIPTION:

One of the best Blizzard spells, Crackle Floe does a significant amount of damage to a single target.

## CRACKLE GLACIER



MP COST:

Blizzard

**EFFECT LEVEL: 15** AREA OF EFFECT: Single Foe

MANA EGG: Fenrir

DESCRIPTION:

The most powerful of all Blizzard spells, Crackle Glacier does maximum damage to a single target. This spell is expensive, but it is very effective, especially against bosses.

## CRAZE



MP COST: 16

TYPE: Forest

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

MANA EGGS: Darkness

Fairy Forest Soul

**DESCRIPTION:** 

This spell causes confusion, making targets unable to tell the difference between friend and foe. This spell is useful against many enemies.

## CRYSTAL WALL



MP COST:

TYPE: Blizzard

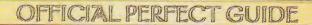
EFFECT LEVEL: --AREA OF EFFECT: Self Only

MANA EGG:

Protect

DESCRIPTION:

A magical shell protects the caster from most types of physical damage and some magical damage. This spell is almost identical to Evann's Invincible Aura move.





CURE

TYPE: Land

EFFECT LEVEL: -AREA OF EFFECT: Single Ally

MANA EGGS:

Leaf Restore Soul

DESCRIPTION:

When cast on a friend, Cure removes all instances of poison and paralysis.

## DIGGIN



TYPE: MP COST: Land

EFFECT LEVEL: -AREA OF EFFECT: Circle Ally

MANA EGGS:

Booster Leaf Protect Stone

DESCRIPTION:

This spell creates a crystalline shell around any ally or group of allies, increasing their defense against attacks.

## CURSE



MP COST:

TYPE Bolt

EFFECT LEVEL: AREA OF EFFECT: Single Fee

MANA EGGS: Calamity Crown

DESCRIPTION:

This spell curses its victim. It makes the target 50% likely to stand still, and makes them incapable of taking action.

## DRAGON ZAP



MP COST:

TYPE: Bolt

EFFECT LEVEL: 14 AREA OF EFFECT: Line Foe

MANA EGG: Dragon

DESCRIPTION:

Dragon Zap creates a huge dragon made of electricity. It breathes a huge line of electricity, damaging or killing all foes in its path. This spell can paralyze its victims.

## **DEF-LOSS**



MP COST:

TYPE:

Land

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

DESCRIPTION:

This spell reduces the defenses of the selected enemy and those around it, making it easier to strike them for additional damage.

### **EREBOS**



MP COST: TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: Single Foe

MANA EGGS:

Burst Life Mist

Void

DESCRIPTION:

This spell causes the target to die suddenly. Useful against powerful foes, but ineffective against boss

## Lava

MANA EGGS:

Cluster

Decrease

## DIAMOND DUST



 $\odot$ 



MP COST: 30

TYPE: Blizzard

EFFECT LEVEL: 9

AREA OF EFFECT: Fan Foe

MANA EGGS:

Crown Holy lcicle

DESCRIPTION:

Diamond Dust sends shards of sharpened ice in a wide path, striking all enemies in the spray.

## EVAP



MP COST: 14

TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: Single Foe

MANA EGGS:

Dust Live Rainbow

Sand

DESCRIPTION:

Evap drains life from its victim, draining half of the target's current HP.



## FADER



Ether

Fairy Mist

TYPE: MP COST: Wind

EFFECT LEVEL: -AREA OF EFFECT: Self Only

MANA EGGS: DESCRIPTION:

16

This spell grants the caster invisibility, allowing him to attack for several combat rounds without being targeted by enemies.

## FIORA



MP COST:

TYPE: Blizzard

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

MANA EGGS: Blizzard Darkness Icicle

### DESCRIPTION:

This spell prevents anything affected by it from using any special moves. This does not prevent spellcasting.

## FREEZE!



MP COST:

TYPE: Blizzard

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

MANA EGGS: Decrease

Dust Frost

### DESCRIPTION:

Freeze! is similar to Cold, but instead of reducing the target's ACT score, it makes the victim much slower on the battlefield.

## GAD ZAP



MP COST:

TYPE: Bolt

EFFECT LEVEL: 15 AREA OF EFFECT: Single Foe

MANA EGG:

Photon

### DESCRIPTION:

Another hugely powerful Bolt spell, Gad Zap does incredible damage to a single enemy.

### **GALACTIC BANG**



MP COST: Bomb

EFFECT LEVEL: 18 AREA OF EFFECT: Single Foe

MANA EGG:

Ether

### DESCRIPTION:

Hugely powerful and expensive to cast, Galactic Bang draws forth the power of an exploding star to obliterate its target.

## **GIGA VANISH**

50



MP COST:

TYPE: Bomb

EFFECT LEVEL: -AREA OF EFFECT: Single Foe

MANA EGG: Void

### DESCRIPTION:

This spell cancels all status changes on the target, including those added by moves or spells.

### GRAVITY



MP COST:

TYPE: Land

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

MANA EGGS: Calamity Gravity

Star

### DESCRIPTION:

When cast, this spell pulls all foes near the target toward that target. This spell is great for setting up moves or spells that target a circle of enemies.

## **GUARD UP**



MP COST:

TYPE: Fire

EFFECT LEVEL: -AREA OF EFFECT: Radius Ally

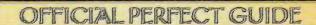
### MANA EGGS:

Booster Flare

Lightning Protect Volcano

### DESCRIPTION:

This spell improves the IMM score of all friendly targets in the radius, making it less likely that they will be affected by status disorders.



## HALVAH

MP COST:

TYPE: Forest

EFFECT LEVEL: -AREA OF EFFECT: Single Ally

MANA EGGS:

Crown Gravity Holy

### DESCRIPTION:

This spell eliminates all status disorders on the target, curing everything from poison to curse.

## HEAL

MP COST:

TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: Single Ally

MANA EGGS:

Aqua Frost Rainbow DESCRIPTION:

A burst of healing power descends on a single ally, restoring a small number of HP.

## HEALER



MP COST: 10

TYPE: Water

EFFECT LEVEL: -

AREA OF EFFECT: Single Ally

MANA EGGS:

Blizzard Frost Fairy

Protect

Rainbow

DESCRIPTION:

A burst of healing power descends on a single ally, restoring a decent number of HP.

### $\mathcal{H}$ HEALER +



MP COST:

TYPE: Water

EFFECT LEVEL: -

AREA OF EFFECT: Single Ally

MANA EGGS:

Crown Holy Rainbow DESCRIPTION:

A burst of healing power descends on a single ally, restoring a large number of HP.

## HELLBURNER



TYPE: Fire

EFFECT LEVEL: 13 AREA OF EFFECT: Single Foe

MANA EGGS: Dragon

Velcano

DESCRIPTION:

This spell is just really neat-o. Hellburner generates a huge blast of fire that does moderate damage to a single target.

### HOWL



MP COST:

TYPE: Wind

EFFECT LEVEL: 3 AREA OF EFFECT: Circle Foe

MANA EGGS:

Cyclone Heat Wind

DESCRIPTION:

Howl sends a series of discs at its target and all nearby enemies. These discs swirl and strike their targets, causing damage with each hit.

## HOWLNADO



MP COST:

TYPE: Wind

EFFECT LEVEL: 11 AREA OF EFFECT: Area Foe

MANA EGGS:

Chaos Cyclone DESCRIPTION:

Howlnado creates a cyclone of force, swirling all creatures in its radius into the air, damaging them and causing confusion when they land. Although this spell does draw friendly creatures into the cyclone, it only damages enemies.

## HOWLSLASH



MP COST:

TYPE: Wind

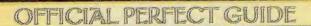
EFFECT LEVEL: 6 AREA OF EFFECT: Line Foe

MANA EGGS:

Burst Cyclone Heat

DESCRIPTION:

Howtslash is similar to BOOM!, but inflicts just one powerful strike on each target, and does Wind damage instead of Bomb damage.



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NIRO

CHARACTERS

CREATURES

MOVES

TROUGH IN APPEND

AKI GALLERY

INFERNO



MP COST: 35 TYPE: Fire

EFFECT LEVEL: 6
AREA OF EFFECT: Fan Foe

MANA EGGS:

Calamity Chaos DESCRIPTION:

Inferno creates a fan-shaped cloud of fire that causes damage to all enemy creatures in the area of effect. It is expensive but powerful.

MAGIC WALL



Astral

MP COST:

TYPE: Bolt

EFFECT LEVEL; — AREA OF EFFECT: Self Only

MANA EGG: DESCRIPTION:

Magic Wall offers the caster protection from all magic spells cast on him directly, or in his general area.

METEOR FALL



MP COST: 32 TYPE: Bomb

EFFECT LEVEL: 12 AREA OF EFFECT: Single Foe

MANA EGGS: Cluster

Star

DESCRIPTION:
Meteor Fall drops a series of small meteors on the target; each meteor that strikes causes a small amount of damage.

METEOR STRIKE



MP COST: 56

Bomb

EFFECT LEVEL: 15

AREA OF EFFECT: Single Foe

MANA EGG: Cluster DESCRIPTION:

Meteor Strike is similar to Meteor Fall, but creates one large meteor that does a lot of damage to its target on impact. POIZN



MP COST: 10

Forest

EFFECT LEVEL: 6
AREA OF EFFECT: Single Foe

MANA EGGS:

Astral Forest Leaf DESCRIPTION:

This spell creates a pool of poisonous slime that appears under the target. This slime does some damage, and can poison the victim, causing continuous damage until it is cured.

PURIFY



MP COST:

TYPE: Forest

EFFECT LEVEL: — AREA OF EFFECT: Single Ally

MANA EGGS:

Protect Soul DESCRIPTION:

The Purify spell instantly cures all instances of illness and curse on the selected target.

QUAKE



MP COST:

TYPE: Land

EFFECT LEVEL: 5 AREA OF EFFECT: Circle Foe

MANA EGGS:

Chaos Gravity DESCRIPTION:

Quake causes a massive upheaval of land, damaging all enemies in the spell's radius.

REFRESH



MP COST:

TYPE: Land

EFFECT LEVEL: — AREA OF EFFECT: Single Ally

MANA EGGS:

Dust Star DESCRIPTION:

This inexpensive spell instantly cures Fiora and Shhh! on the selected ally.

OFFICIAL PERFECT GUIDE

## REGENERA



MP COST:

TYPE: Forest

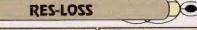
EFFECT LEVEL: -

AREA OF EFFECT: Single Ally

MANA EGGS:

Holy Leaf Life Restore DESCRIPTION:

Regenera repeatedly restores a small number of HP to the chosen ally. The spell's repetitions last a minute or two.





MP COST:

TYPE: Bomb

EFFECT LEVEL: AREA OF EFFECT: Circle Foe

MANA EGGS:

Bomb Decrease Star Volcano

DESCRIPTION:

This spell reduces the target's IMM score, making the target more vulnerable to status disorders like polson, confusion, and curse.

## RESURRECT



MP COST:

TYPE:

Forest

EFFECT LEVEL: -

AREA OF EFFECT: Single Ally

MANA EGGS:

Dragon Ether Forest

DESCRIPTION:

This resurrects a slain comrade and restores half of his HP.

## REVIVA



MP COST: 23

TYPE: Forest

EFFECT LEVEL: -

AREA OF EFFECT: Single Ally

MANA EGGS:

Holy Life Soul DESCRIPTION:

A more powerful version of Resurrect, this spell restores a slain ally to full HP.

### RUNNER



MP COST:

TYPE: Wind

EFFECT LEVEL: -

AREA OF EFFECT: Circle Ally

MANA EGGS:

Booster Cyclone Thunder Wind

DESCRIPTION:

This spell increases the speed of the target and all surrounding allies, allowing them to move more quickly in combat.

## SHAKE



MP COST:

TYPE: Land

EFFECT LEVEL: 4

AREA OF EFFECT: Single Foe

MANA EGGS:

Gravity Sand Stone

DESCRIPTION:

Shake does a small amount of Land damage to the selected target. It is best used on weaker, difficultto-target enemies.

### SHHH!



MP COST:

TYPE: Wind

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

MANA EGGS: Blizzard

Darkness Icicle

DESCRIPTION:

This spell shuts off the victims' ability to cast magical spells, but does not prevent victims from using special moves.

## SNOOZE



MP COST:

TYPE: Water

EFFECT LEVEL: -AREA OF EFFECT: Circle Foe

MANA EGGS:

Aqua Darkness Ether Fairy

DESCRIPTION:

This spell puts its victims to sleep, allowing your party to dispatch them without resistance.





MP COST: TYPE: Forest

EFFECT LEVEL: -AREA OF EFFECT: Circle Ally

MANA EGGS: Booster Ether Soul

DESCRIPTION:

15

This spell is similar to the Runner spell, but affects all friendly creatures in the spell's radius.

## STRAM



Decrease

Thunder

MP COST:

TYPE: Bolt

EFFECT LEVEL: -

AREA OF EFFECT; Circle Foe

MANA EGGS: DESCRIPTION: Cyclone

This spell reduces the victims' ability to attack, making it less likely that they will damage your characters in battle.

## TARTARUS RAIN



MP COST:

TYPE:

EFFECT LEVEL -AREA OF EFFECT: Circle Foe

MANA EGGS: Fenrir Life Rainbow

DESCRIPTION:

This is a mass version of Erebos, instantly slaying all foes in the area of effect.

## TREMOR



MP COST: 10

TYPE: Land

**EFFECT LEVEL: 5** AREA OF EFFECT: Area Foe

MANA EGGS:

Burst Gravity Sand

DESCRIPTION:

Like Shake and Quake, Tremor causes Land damage to its targets. It's more effective than Shake because it does its damage in a wide radius.

### VANISH



MP COST:

EFFECT LEVEL: -AREA OF EFFECT: Self Only

MANA EGGS:

Fairy Void

DESCRIPTION:

This spell gets rid of all negative effects on the caster and on nearby allies.

TYPE:

Bomb

### WAKE



MP COST:

TYPE: Wind

EFFECT LEVEL: -AREA OF EFFECT: Area Ally

MANA EGGS:

lcicle Photon DESCRIPTION:

You can wake up any sleeping allies with this spell, bringing them back into the battle.

### 000 WHAM!



MP COST: TYPE: Wind

EFFECT LEVEL: -AREA OF EFFECT: Single Foe

MANA EGGS:

Cyclone Thunder Void

DESCRIPTION:

When cast successfully on a target, Wham! eliminates that enemy from the battlefield. This is not effective against bosses.

## WOW!



MP COST: 10

TYPE: Fire

EFFECT LEVEL: -AREA OF EFFECT: Area Ally

**MANA EGGS:** 

Astral Dragon Lightning Photon Thunder

DESCRIPTION:

This is an extremely useful spell for major battles. It improves the ATK score of all allies in the spell's radius, allowing them to do more damage with physical attacks.



### ZAPI

MP COST: 22

EFFECT LEVEL: 7 AREA OF EFFECT: Area Foe

MANA EGGS: Astral

W(

Astral
Dragon
Lightning
Photon
Thunder

DESCRIPTION:

Zap! creates a dome of electrical power that strikes all enemy targets for a moderate amount of damage. This spell can paralyze its victims.

TYPE: Bolt M

ZAP ALL



MP COST: TYPE: Bolt

EFFECT LEVEL: 9 AREA OF EFFECT: Fan Foe

MANA EGGS:

Chaos Crown Photon DESCRIPTION:

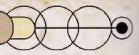
Similar to Blade Zap, Zap All does a lot less damage, but can affect all enemies in its area of effect.



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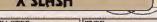


## SINGLE-CHARACTER MOVES





### X SLASH



CHARACTER: Evann

TYPE: Physical

SP COST: 25 EFFECT LEVEL: 4 PREREQUISITE: None

### DESCRIPTION:

Evann rushes forward to his target and leaps, striking upward on a diagonal, and completing the X on his downstroke.



### SPARK VOLT





CHARACTER: Evann

TYPE: Bolt

SP COST: 32 EFFECT LEVEL: 5

PREREQUISITE: X Slash level 3



Evann charges his sword with electricity, then thrusts it into the ground, sending out a powerful charge, and zapping all enemies in a radius around him.



### THUNDER SPLIT





CHARACTER: Evann

TYPE: Bolt

SP COST: 45 EFFECT LEVEL: 6

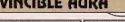
PREREQUISITE: Spark Volt level 3

### DESCRIPTION:

Evann throws a massive charge of bolt energy in a straight line toward his enemy, striking everything in its path for incredible damage.



### INVINCIBLE AURA





CHARACTER: Evann

Physical

SP COST: 36 EFFECT LEVEL:

PREREQUISITE: Thunder Split level 3



### DESCRIPTION:

Using his sword as a focus, Evann creates a protective shield around himself, guarding him against most physical attacks and some magical damage.



### SKY DRAGON SLASH



CHARACTER: Evann

TYPE: Physical

SP COST: 72 **EFFECT LEVEL: 9** 

PREREQUISITES: X Slash level 5, Invincible Aura level 3



Evann tosses his sword into the air, then jumps to catch it. Once he has it, he thrusts it into the ground, causing the area to erupt with force, damaging or eliminating everything in the area.

TYPE:



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### GREAT DIVIDE



CHARACTER-Brandol

Physical SP COST: 24

EFFECT LEVEL: 5 PREREQUISITE: None DESCRIPTION:



Brandol performs a massive leaping strike on his chosen enemy, splitting it in two.



### $\mathcal{M}$ SPINNING SLASH



CHARACTER: Brandol

TYPE: Physical

SP COST: 36 EFFECT LEVEL: 6

PREREQUISITE: Great Divide level 3

DESCRIPTION:

Brandol charges his chosen enemy and spins his blade in a huge circle, striking every enemy in the immediate area.

## VICTORY ROAR



CHARACTER:

Brandol

TYPE: Physical

SP COST: 30 EFFECT LEVEL:

PREREQUISITE: Spinning Stash level 3

DESCRIPTION:

Brandol emits a huge yell, charging himself and all his allies with additional attacking power. This is a great move to use in a fight against a boss.

### M CYCLONE SLASH



BRANDO

CHARACTER: Brandol

TYPE: Wind

SP COST: 48 EFFECT LEVEL: 7

PREREQUISITE: Spinning Stash level 4

DESCRIPTION:

Brandol creates a huge tornado of wind force with his sword, striking all enemies in a radius around him.

## **ERUPTION SLASH**



CHARACTER:

Brandol

Bomb

SP COST: 44

EFFECT LEVEL: 10

PREREQUISITES: Great Divide level 5, Cyclone Slash level 3

### DESCRIPTION:

Brandol ignites his sword with bomb energy and leaps at his foe, striking the ground and causing a gigantic eruption of power around his enemy.

### SONIC SABLE



Physical

SP COST: 30 EFFECT LEVEL: 4 PREREQUISITE: None

DESCRIPTION:

Raising her sword over her head, Carmyne unleashes a destructive burst of energy and sound in a straight line between her and her target.

TYPE:

Physical

## SMASH



CHARACTER: Carmyne

SP COST: 22 EFFECT LEVEL: 6

PREREQUISITE: Sonic Sable level 3



Carmyne runs forward to her target and jumps in the air, slashing with her blade as she leaps.

### SHOCK WAVE



CHARACTER:

Carmyne

TYPE: Physical

SP COST: 46 EFFECT LEVEL: 7

PREREQUISITE: Smash level 3

### DESCRIPTION:

Carmyne creates a disc of force that explodes on her target, damaging it and all of the foes surrounding it.

## HOLY BREATH



CHARACTER: Carmyne

Physical



SP COST: 32 EFFECT LEVEL:

PREREQUISITE: Shock Wave level 3

Carmyne creates a magical effect that casts Regenera on herself and all of her allies, healing them slowly.



### ROSETTE SLASH



CHARACTER: Carmyne

Physical

SP COST: 42 EFFECT LEVEL: 10

PREREQUISITES: Sonic Sable level 5, Smash level 5

### DESCRIPTION:

Carmyne runs forward, skewering her opponent with her blade, then leaps back. With her opponent stunned, she rushes ahead again, bringing the blade down with tremendous force.

## **BLASTER BOMB**



CHARACTER:

TYPE: Physical

SP COST: 25 EFFECT LEVEL: 4

PREREQUISITE: None

### DESCRIPTION:

Jaid charges his weapon with energy, which he releases in a single gigantic burst on his chosen foe, canceling that foe's next action.

### M **NIGHTMARE BALL**



CHARACTER:

Jaid

TYPE: Aqua

SP COST: 18 EFFECT LEVEL: 1

PREREOUISITE: Blaster Bomb level 2

### DESCRIPTION:

Jaid unleashes a fan-shaped blast of aqua force that does a small amount of damage and can put enemy creatures to sleep.

### M FIST BURST



CHARACTER: Jaid

TYPE: Fire

SP COST: 32

EFFECT LEVEL: 7 PREREQUISITE: Nightmare Ball level 3

### DESCRIPTION:

Jaid powers up his fist with magical fire energy, then releases it in a stream of small fireballs that strike the target.

### TITAN FIST



CHARACTER: Jaid

Physical

SP COST: 50 EFFECT LEVEL: 6

PREREQUISITE: Fist Burst level 3

### **DESCRIPTION:**

Charging his hand with explosive power, Jaid slams it into the ground, creating a huge fist to descend on his foe. This massive force slams the foe and all enemies nearby.

## JOLT KNUCKLE



CHARACTER:

Jaid

Physical

SP COST: 64 EFFECT LEVEL: 8

PREREQUISITES: Blaster Bomb level 4, Fist Burst level 4

### DESCRIPTION:

Jaid charges his fist with energy, then slams it into the ground, creating a shockwave of force that hurts or kills all enemies in a radius around him.

### **AERIAL SLASH**



CHARACTER:

TYPE: Physical SP COST: 20 **EFFECT LEVEL: 4** PREREQUISITES: None

### DESCRIPTION:

Titto rushes forward and leaps into the air. He rotates to gain momentum and crashes down with his blade on his chosen foe.



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CHARACTER:

Physical

**GET ITEM** 

Titto

SP COST: 20

EFFECT LEVEL: -PREREQUISITE: None

### DESCRIPTION:



Titto runs forward at lightning speed, picking the pocket of the creature he chooses, often revealing an item.

TYPE:



### DISC CUTTER



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CHARACTER: Titto

TYPE: Physical

SP COST: 44

EFFECT LEVEL: 5 PREREQUISITE: Aerial Slash level 4

### DESCRIPTION:

Titto hurls a spinning blade of energy at his target. This blade strikes the target and anything else in

its path.

### SHADOW BINDER



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CHARACTER: Titto

Physical

SP COST: 25 EFFECT LEVEL: 2

PREREQUISITE: Disc Cutter level 3

#### DESCRIPTION:

Titto forms a ring of mystical energy surrounding his target and any nearby enemies. This causes a small amount of damage and binds the targets in place.

### ILLUSION SLASH





CHARACTER: Titto

Wind

SP COST: 38 EFFECT LEVEL: 9

PREREQUISITES: Aerial Slash level 5, Shadow Binder

level 3



DESCRIPTION:

Titto creates a whirl of motion around his enemy, striking four times. Then he and three mirages of him perform a combined Aerial Slash on the enemy.

### SUPER PENETRATION





CHARACTER: Ulk

Bomb

SP COST: 26 EFFECT LEVEL: 6 PREREQUISITE: None



#### DESCRIPTION:

Ulk rushes toward his foe, stopping a few feet away. He leaps into the air and spins, bringing his axe down with deadly force, splitting his enemy in half.

#### SPIRAL BLOW



Wind

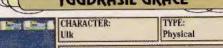
SP COST: 38 EFFECT LEVEL: 7

PREREOUISITE: Super Penetration level 2

#### DESCRIPTION:

Ulk rears back with his axe and unleashes a line of wind energy, striking all creatures between him and his target.

### YGGDRASIL GRACE



SP COST: 20 EFFECT LEVEL: N/A PREREQUISITE: Spiral Blow level 3

#### DESCRIPTION:

Ulk creates a panacea effect that cures all status disorders in him and in all his allies.

### HERCULES SMASH



CHARACTER:

TYPE: Physical

SP COST: 56 **EFFECT LEVEL: 8** 

PREREQUISITE: Super Penetration level 4

#### DESCRIPTION:

Ulk leaps into the air, performing a move similar to his Super Penetration. However, instead of coming down on a single enemy, Ulk slams his axe into the floor, sending out a shockwave that damages all nearby foes.

### SPINNING HURLER



CHARACTER:

TYPE: Physical

Ulk

SP COST: 46 EFFECT LEVEL: 12

PREREQUISITES: Spiral Blow level 4, Hercules Smash level 3



#### DESCRIPTION:

Ulk stabs his foe with the point of his axe, then spins around, swinging the enemy until he hurls it away.



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Myam

Physical

SP COST: 28 EFFECT LEVEL: 3 PREREQUISITE: NONE

#### DESCRIPTION:

Myam leaps into the air and spins, then rushes forward, bowling over all enemies in a wide path, causing damage to anything she strikes.



CHARACTER:

RECOVER ALL

Myam

TYPE: Physical

SP COST. 35 EFFECT LEVEL: N/A PREREQUISITE: None

DESCRIPTION:

Myam creates a healing magic that acts like a First Aid Kit, healing herself and all her allies of some damage.

#### $\mathcal{M}$ HAIL SHOWER



CHARACTER: Myam

TYPE: Blizzard

SP COST: 46 EFFECT LEVEL: 6

PREREQUISITE: Spinning Wheel level 3

Myam launches a salvo of arrows into the air, which causes a rain of blizzard energy on her target and all surrounding enemies.

### CHEER UP



CHARACTER: Myam

TYPE: Physical

SP COST: 24 EFFECT LEVEL: N/A

PREREQUISITE: Restore All level 5

#### DESCRIPTION:

Myam sends a shower of positive energy on one of her allies, allowing that character to act much more frequently in combat.

### SUPER FROSTY ATTACK



CHARACTER:

Myam

Blizzard

SP COST: 38 EFFECT LEVEL: 9

PREREQUISITES: Spinning Wheel level 4, Hail Shower

level 3

#### DESCRIPTION:

Myam creates a blizzard form of her Spinning Wheel attack, striking her target once as she moves past, and again when she smashes down at the end.

### DRAGON RISE



CHARACTER: Lutina

TYPE: Physical

SP COST: 24 EFFECT LEVEL: 4 PREREQUISITE: None

DESCRIPTION:

When performing this move, Lutina runs to her target and strikes with three spinning attacks, then leaps into the air, cutting her foe with her blade.

### SHOCKWAVE SLASH



CHARACTER: Lutina

TYPE: Physical

SP COST: 20 EFFECT LEVEL: 5 PREREQUISITE: None

DESCRIPTION:

Lutina makes a spinning move that allows her to strike all enemies surrounding her three times apiece.

### SPIDER NET



CHARACTER: Lutina

TYPE: Physical

SP COST: 28 EFFECT LEVEL: N/A PREREQUISITE: None



Lutina sends out a web-shaped fan of energy that doesn't damage enemies, but does cause them to freeze in place, making them easy targets for the other characters.



### METEOR SLASH



CHARACTER:

Physical Lutina

SP COST: 45 EFFECT LEVEL: 6

PREREQUISITE: Shockwave Slash level 5

#### DESCRIPTION:

Lutina creates a ring of mystical energy around herself, which she collects and hurls forward in a fan pattern, striking all creatures in its path.

### **DRAGON MIRAGE**



Lutina

Physical

SP Cost: 36 Effect Level: 10

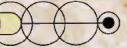
Prerequisites: Dragon Rise level 5, Meteor Slash level 3



#### DESCRIPTION:

Lutina creates two images of herself, which she uses to form a triangle around her foe. She and her images fly forward, striking simultaneously three times each, then they all leap for a final crushing blow

# TWO-CHARACTER COMBINATIONS





#### **VOLT SLASH**

CHARACTERS:

Evann and Brandol Bolt

SP COST: 60 EFFECT LEVEL: 15

PREREQUISITESS: Sky Dragon Slash and Eruption Slash

#### DESCRIPTION:

First, Evann creates a powerful electrical charge with his sword. Brandol then uses this to zap the ground, sending waves of electrical power through all of the enemies in the area.

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#### SHIVA SLASH

CHARACTERS:

Evann and Titto

Boit

SP COST: 38 EFFECT LEVEL: 18

PREREQUISITES: Thunder Split and Aerial Slash



#### DESCRIPTION:

Evann charges his sword with bolt energy. Titto then uses this energy to perform a huge Aerial Slash, which causes great damage and can paralyze the



#### SWORD DANCE

Evann and Carmyne

TYPE: Physical

SP COST: 21

EFFECT LEVEL: 8 PREREQUISITES: X Slash and Smash



### CHARACTERS:

Evann and Ulk

LIGHTNING SPLIT

Bolt

SP COST: 24

EFFECT LEVEL: 9

PREREQUISITES: Thunder Split and Spiral Blow



#### DESCRIPTION:

Evann strikes the selected enemy four times, and Ulk follows with a massive critical strike, cancelling the enemy's next action.



DESCRIPTION:

Carmyne and Evann each strike their chosen enemy three times for a six-hit combination that cancels the enemy's next action.



### CROSS BREAK

CHARACTERS: Evann and Jaid

Physical

SP COST: 15 EFFECT LEVEL: 7

PREREQUISITES: X Slash and Blaster Bomb



#### DESCRIPTION:

Evann and Jaid perform critical attacks on a single target, causing tremendous damage and canceling the enemy's attack.



#### **SWALLOW SMASH**



CHARACTERS: Evann and Myam

Physical

SP COST: 18 EFFECT LEVEL: 7

PREREQUISITES: X Slash and Spinning Wheel



#### DESCRIPTION:

Evann begins this attack with a critical bit. Myam follows with six arrows into the heart of the same target.



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### DOUBLE DRAGON



Evann and Lutina

Physical

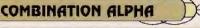
SP COST: 28

EFFECT LEVEL: 12

PREREQUISITES: Thunder Split and Meteor Slash

#### DESCRIPTION:

Lutina and Evann both make a series of four slashing attacks on their chosen enemy, canceling the enemy's action.





Brandol and Carmyne

Physical

SP COST: 24 EFFECT LEVEL: 9

PREREQUISITES: Spinning Stash and Sonic Sable

#### DESCRIPTION:

Both Brandol and Carmyne perform a series of four critical strikes on their chosen enemy, causing massive damage and canceling the enemy's next action.

### FIRE SLASH



CHARACTERS: Brandol and Jaid TYPE: Fire

SP COST: 20 EFFECT LEVEL: 7

PREREQUISITES: Smash and Fist Burst

#### DESCRIPTION:

Jaid starts this combo with a single critical strike. Then Brandol attacks the enemy with a trio of slashes.

### SUPER SLASHER



CHARACTERS:

**Brandol** and Titto

TYPE: Physical

EFFECT LEVEL: 7

PREREQUISITES: Spinning Slash and Aerial Slash

#### DESCRIPTION:

Titto starts this action with four quick strikes of his knife. Brandol finishes with a massive critical strike that cancels the next enemy attack.

### DOUBLE IMPACT



 $\mathcal{O}($ 

CHARACTERS:

Brandol and Ulk

Physical

SP COST: 32 EFFECT LEVEL: 12

PREREQUISITES: Eruption Slash and Super

Penetration

#### DESCRIPTION:

Perhaps the simplest of all combos, Brandol rushes forward and performs critical strikes on his target. Ulk repeats the action.

### SIRINE SLASH



CHARACTERS:

Brandol and Myam

Blizzard

SP COST: 36 **EFFECT LEVEL: 18** 

PREREQUISITES: Great Divide and Hail Shower



#### DESCRIPTION:

Myam charges Brandol with blizzard power, which he uses to perform a tremendous Great Divide attack on a single enemy, canceling its next move and causing incredible damage.

#### $\mathcal{M}$ IFRIT SLASH



CHARACTERS: Carmyne and Jaid

TYPE: Fire

SP COST: 35 EFFECT LEVEL: 18 PREREQUISITES: Smash and Fist Burst

#### DESCRIPTION:



Jaid charges Carmyne's sword with fire energy. She then thrusts forward, blasting through the chosen enemy, canceling its next action and doing terrific

### RUSH THRUST



CHARACTERS:

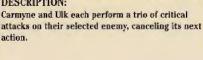
TYPE: Carmyne and Ulk Physical



SP COST: 20 EFFECT LEVEL: 8

PREREQUISITES: Smash and Super Penetration

#### DESCRIPTION:





# ICE PRISON



CHARACTERS:

Carmyne and Myam

TYPE: Blizzard

SP COST: 27

EFFECT LEVEL: 10

PREREOUISITES: Shock Wave and Hail Shower

#### DESCRIPTION:

Myam starts this move with six quick shots from her bow. Carmyne finishes with a big critical strike, canceling the enemy's next attack.

SACRED BEAM





 $\mathcal{M}$ 

CHARACTERS:

Carmyne and Lutina

TYPE: Physical

SP COST: 48 EFFECT LEVEL: 12

PREREOUISITES: Shock Wave and Shockwave Slasb

#### DESCRIPTION:

Carmyne and Lutina bring forth powerful balls of energy that combine and explode, eliminating everything in the area.



#### **BURST RONDO**





CHARACTERS: Jaid and Titto

TYPE: Fire

SP COST: 25

EFFECT LEVEL: 10 PREREQUISITES: Fist Burst and Shadow Binder

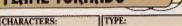
#### DESCRIPTION:

Jaid begins this move with a trio of spinning attacks. Titto follows him with five strikes with his throwing knives, canceling the enemy attack.



 $\mathcal{H}$ 

#### FLAME TORNADO





Jaid and Ulk

SP COST: 55 EFFECT LEVEL: 12

PREREOUISITES: Fist Burst and Hercules Smash



#### DESCRIPTION:

Jaid powers up Ulk with fire energy. Ulk then performs his Hercules Smash on the ground, sending the power out in an eruption of flame, striking all enemies in the area.

#### DANCING ATTACK $\mathcal{M}$



CHARACTERS:

Jaid and Lutina

Physical

SP COST: 24 EFFECT LEVEL: 8

PREREQUISITES: Titan Fist and Dragon Rise

#### DESCRIPTION:

Jaid begins this move with a massive critical strike. Lutina follows with a series of five slashes on the chosen foe.



#### TWIN SLASH



TYPE: Physical

SP COST: 22 EFFECT LEVEL: 8 PREREQUISITES: Aerial Slash and Hercules Smash

#### DESCRIPTION:

First Titto and then Ulk perform huge critical strikes on their selected enemy, causing great damage and canceling that foe's next action.



### **TOHZ NIWT**



CHARACTERS: Titto and Myam TYPE: Physical

SP COST: 25 EFFECT LEVEL: 10

PREREQUISITES: Disc Cutter and Spinning Wheel



#### DESCRIPTION:

Myam and then Titto attack their chosen foe with a series of five shots apiece, canceling the target's action.



### **AERO SLASH**



CHARACTERS: Titto and Lutina Wind

SP COST: 16 EFFECT LEVEL: 8

PREREQUISITES: Aerial Slash and Dragon Rise

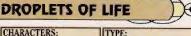


#### DESCRIPTION:

Lutina starts this move with a spinning attack of four strikes. Titto finishes with a critical hit on the chosen target.



### DROPLETS OF LIFE



Physical

Ulk and Myam SP COST: 30 EFFECT LEVEL: N/A

PREREQUISITES: Yggdrasii Grace and Recover All

DESCRIPTION:

This incredible move is useful for all major combat. Myam and Ulk bring down healing power, combining two of their skills to restore hit points and cure all characters of all status disorders.

### FREEZING DUST



Myam and Lutina Blizzard

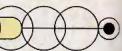
SP COST: 52 EFFECT LEVEL: 12

PREREQUISITES: Hail Shower and Shockwave Slash



Myam charges herself with blizzard power, which Lutina uses to send destructive shards of ice against all enemies on the map.

## THREE-CHARACTER COMBINATIONS





Evann, Brandol, and Carmyne SP COST: 99 EFFECT LEVEL: 30

PREREQUISITES: Sky Dragon Slash, Eruption Slash, Rosette Slash

#### DESCRIPTION:

All three characters charge their weapons with power and thrust them into the ground, causing a massive eruption of force, striking all enemies.

### TRI-CRUSH



CHARACTERS: Evann, Brandol, and Ulk TYPE: Physical

SP COST: 32 EFFECT LEVEL: 20

PREREQUISITES: Thunder Split, Eruption Slash, Hercules Smash



#### DESCRIPTION:

All three characters perform an incredibly powerful critical strike on their chosen enemy, canceling its next action.

#### **EXPLOSION SMASH**

get and strike it three times each.





CHARACTERS: Evann, Brandol, and Jaid TYPE: Bomb

SP.COST: 25 EFFECT LEVEL: 14

PREREQUISITES: X Slash, Great Divide, Titan Fist

All three characters infuse their weapons with fire, then Jaid, Evann, and finally Brandol charge the tar-

CHARACTERS:

Evann, Brandol, and Myam

TRIPLER

TYPE: Physical

SP COST: 21 EFFECT LEVEL: 12

PREREQUISITES: Thunder Split, Great Divide and Spinning Wheel



#### DESCRIPTION:

All three characters take three massive critical strikes at a single foe, knocking it back and canceling its next move.





CHARACTERS

Evann, Brandol, and Titto

Physical

SP COST: 19 EFFECT LEVEL: 10

PREREQUISITES: X Slash, Spinning Slash, Disc Cutter

#### DESCRIPTION:

Brandol starts with three massive swings, Titto performs a critical strike, and Evann finishes the move with three more swings of his sword.

### TRIPLE BLAZE SLASH



CHARACTERS: Evann, Carmyne, and Jaid

TYPE: Fire



SP COST: 20 EFFECT LEVEL: 10

PREREQUISITES: X Slash, Sonic Sable, and Fist Burst



#### DESCRIPTION:

Each of the three characters makes a fire-fortified critical attack on a single foe, canceling that enemy's next attack.



### **1ET STORM**



CHARACTERS:

Evann, Carmyne, and Myam

TYPE Wind

SP COST: 22

EFFECT LEVEL: 12 PREREQUISITES: Thunder Split, Smash, Spinning Wheel



DESCRIPTION:

Carmyne starts this move with a critical strike, fol-

# lowed by four attacks from Myam. Evann completes the move with another critical attack...

## FAST DANCE-WHIRL



CHARACTERS:

Evann, Carmyne, and Lutina

TYPE: Physical

SP COST: 35

EFFECT LEVEL: 20

PREREQUISITES: Thunder Split, Rosette Slash, and Meteor Slash



#### DESCRIPTION:

Each of the three characters makes four critical attacks on their chosen target, causing incredible damage and canceling the monster's next action.

### PHOENIX FORMATION





CHARACTERS: Evann, Jaid, and Titto TYPE: Fire

SP COST: 26 EFFECT LEVEL: 15

PREREQUISITES: X Slash, Fist Burst, and Disc Cutter



#### DESCRIPTION:

Jaid starts this combination with a critical strike. Titto follows him with six throws of his blade. Evann completes the move with a final critical strike.

### **BIG BANG HAMMER**



CHARACTERS:

TYPE

Evann, Jaid, and Ulk

Fire

SP COST: 55 EFFECT LEVEL: 16

PREREQUISITES: Spark Volt, Titan Fist, Hercules Smash



#### DESCRIPTION:

Jaid starts this move by charging himself with fire energy. The fire energy is sent to destroy all foes when Evann and Ulk smash their weapons into the ground.

### **DELTA FORMATION**



 $\mathcal{K}$ 

Evann, Jaid, and Lutina

TYPE: Physical

SP COST: 24 EFFECT LEVEL: 14

PREREQUISITES: X Stash, Blaster Bomb, Meteor Slash

#### DESCRIPTION:

Each of the three characters performs a trio of critical hits on their selected enemy, canceling that foe's next action.

### PURPLE LIGHTNING



CHARACTERS:

Evann, Titto, and Ulk

TYPE: Bolt

SP COST: 30 EFFECT LEVEL: 20

PREREOUISITES: Thunder Split, Hercules Smash,

Illusion Slash

# DESCRIPTION:

Evann, Titto, and finally Ulk take massive critical strikes at their foe, causing tons of damage and canceling the foe's next action.

### BINDING FORCE



CHARACTERS:

Evann, Titto, and Myam

TYPE: Physical

SP COST: 75

EFFECT LEVEL:

PREREQUISITES: Thunder Split, Shadow Binder, Super Frosty Attack



#### DESCRIPTION:

The three characters form a triangle around their foe and bind it in place with mystical energy.

### PHOTON SHOWER



CHARACTERS:

Evann, Titto, and Lutina

TYPE: Physical

SP COST: 50

PREREQUISITES: Spark Volt, Disc Cutter, and Meteor Slash

#### DESCRIPTION:

The three characters charge themselves with power. When Evann thrusts his sword into the ground, it creates a rain of deadly photons, striking all enemies in



#### 000 SOUTHERN CROSS

Evann, Ulk, and Myam



CHARACTERS:

TYPE: Blizzard

SP COST: 28 EFFECT LEVEL: 15

PREREQUISITES: X Slash, Hercules Smash, and Hail Shower

DESCRIPTION:

Myam starts this move with four shots from her bow.

Evann and Ulk follow her, each with a critical attack.

### RAPID FIRE

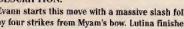


CHARACTERS:

Evann, Myam, and Lutina

EFFECT LEVEL: 10

PREREQUISITES: X Slash, Spinning Wheel, Meteor Stash





### TYPE: Physical

# SP COST: 18

### DESCRIPTION:

Evann starts this move with a massive slash followed by four strikes from Myam's bow. Lutina finishes the move with a critical hit that cancels the enemy action.

### ARMAGEDDON



Brandel, Jaid, and Ulk

TYPE: Physical

SP COST: 80

EFFECT LEVEL: 24

PREREQUISITES: Eruption Slash, Jolt Knuckle, and **Spinning Hurler** 

#### DESCRIPTION:

All three characters charge themselves with tremendous energy. When all are ready, this energy is released in a huge burst that strikes every enemy on the battlefield for incredible damage.

### STAR TWINKLE



CHARACTERS:

Carmyne, Myam, and Lutina

TYPE: Physical

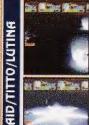
SP COST: 45 EFFECT LEVEL:

PREREQUISITES: Holy Breath, Cheer Up. and Meteor Slash

#### DESCRIPTION:

The three characters call down power from the heavens, improving all of the attributes of all four characters in the battle.

### REQUIEM FORCE



CHARACTERS:

Jaid, Titto, and Lutina

TYPE: Physical

SP COST: 60 EFFECT LEVEL: 5

PREREQUISITES: Jolt Knuckie, Shadow Binder, and

Spider Net

### DESCRIPTION:

The three characters form a star pattern that causes a small amount of damage, but also reduces all the attributes of all foes on the screen.



# FOUR-CHARACTER COMBINATIO

### QUADRUPLE COMBO



CHARACTERS:

Evann, Brandol, Carmyne, and Ulk

TYPE: Physical

SP COST: 35 EFFECT LEVEL: 28

PREREQUISITES: Sky Dragon Slash, Eruption Slash, Rosette Slash, Spinning Hurler

#### DESCRIPTION:

All four characters run to their selected enemy and perform a series of four attacks, canceling the enemy's action.

### **GATLING SPIKE**



CHARACTERS:

Evann, Titto, Myam, and Lutina

TYPE: Physical

SP COST: 32 EFFECT LEVEL: 26

PREREQUISITES: Thunder Split, Disc Cutter, Hail Shower, Meteor Slash

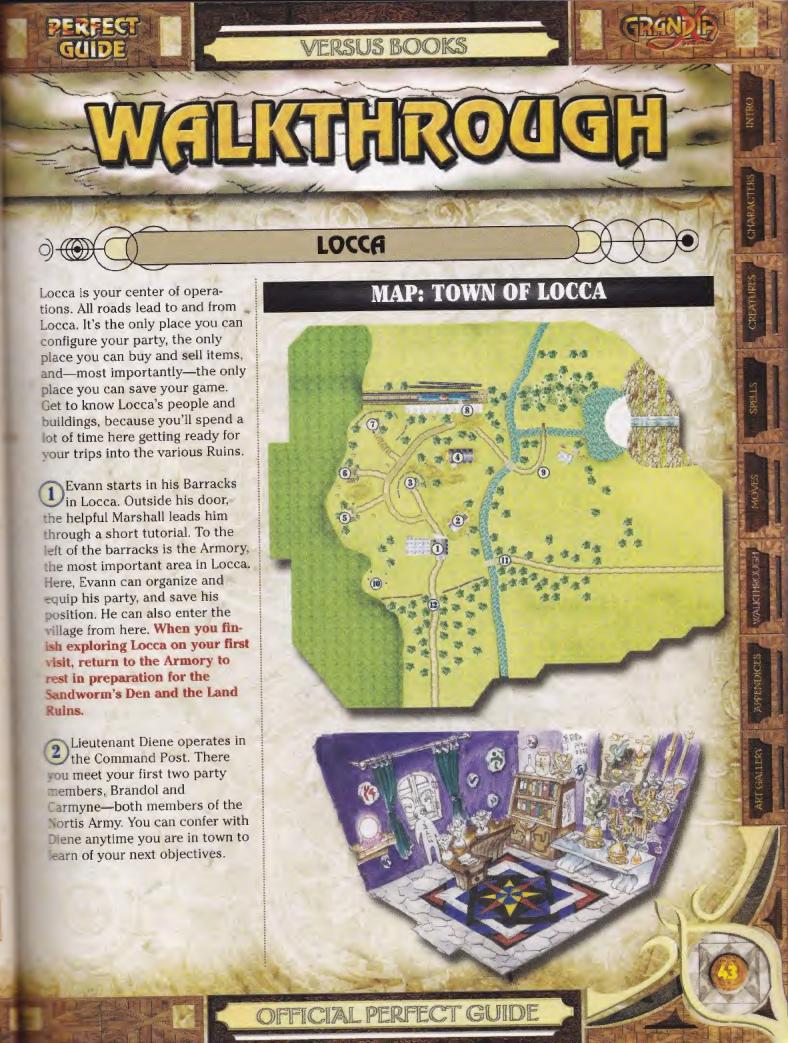


#### DESCRIPTION:

Lutina starts this move with a critical strike. Myam and Titto each attack the victim eight times, and Evann finishes with another critical hit.









The Command Post is on the left. At the back, you can see the door to the Armory, where you'll spend a lot of time.

At the Item Shop, you can buy new weapons, armor, gear, and items. You can also sell items you no longer need, and store items you don't need right away, but that you think might come in handy in the future.



Check the Item Shop frequently.

There are often new items for sale here. You can sell things you don't need and store items here.

You can often find your party members at the Diner between assignments.

At the Skillman's Shop, you can convert any Skill Vellums you find into usable skills. Your party can equip these skills to become more effective in combat. You can also sell unwanted skills

and skill books here, and trade those items for new, useful gear. Finally, you can equip your current party at the Skillman's Shop. Visit the Skillman's Shop after every adventure to convert any Vellums you have found. Many of the skills are useful for your party or characters, and if you don't convert them, you can't use them.

At the Magician's Shop, you can combine your Mana Eggs, creating new and more powerful Eggs. You can also check the various combination recipes you have learned. Finally, like at the Skillman's Shop, you can equip your current party here. Check this building frequently; combining your Mana Eggs allows you to cast better and more effective spells in combat, and by experimenting, you can create some very powerful Eggs.



The Magician's Shop is on the right, and the Skillman's Shop is on the left. Visit both after every trip to a Ruins.

Juston's house contains a few odd knick-knacks, and Juston. He's worth talking to now and again, although he is pretty infuriating most of the time.

As you progress in your battle against the Elemental Disorder, you'll be able to use the train at the Train Station to go on trips to the town of Escarre. You can find some information on

these trips, and eventually, you'll want to explore the Military Base there.

At first, there's nothing much of interest in the Locca Park area. However, once you have completed your task in the first four Ruins, you can find a group of musicians here. They'll have an interesting and fun game for you to play, providing you collect all of the Music and Carros you find.

Once you start tackling the Ruins, you'll be able to use the Geo Gate here to move from place to place instantly. All Ruins have at least one Geo Gate in them, and most have two. Only Evann can work the Geo Gate, thanks to his training as a Ranger.



Use the Geo Gate to move from place to place quickly. It is an indispensable part of your adventure.

This path leads to Starry
Park, a secret Nortis military
base. You won't be able to go
there at first, and eventually, getting in will require Evann and his
party to do some sneaking
around.

The first time you visit a new Ruin, you must get there the hard way—via road. This is the road leading out of Locca, and it takes you to the beginning of any of the first four Ruins you investigate.



You've spent your first night in

After you speak with the Armory

manager, walk out the back door of the Armory to meet up with Carmyne and Brandol. Speak with

them to head to the Sandworm's Den. You're told that both Brandol

instructions to treat you as their

leader and take orders from you.

Like it or not, Brandol and Carmyne

Den, you learn that the Land

Disorder has been neutralized.

You get a first-hand look at the

speak with Diene. She tells you that the Land Ruins are the source of the Land Disorder, and invites you to investigate. With that, head into the Land Ruins by entering the large cave at the

devastation as you drive out.

Once there, go to the H.Q. to

On the ride to the Sandworm's

will follow your orders.

and Carmyne have been given

Locca, It's time to start taking care of the Elemental Disorder.



#### NOTE

Creatures with a "-" for Average HP (initial) do not appear on your first journey through the Ruins.

### CREATURES OF THE LAND RUINS



### Gargoyle

Average HP (initial): — Average HP (subsequent visits): 570

### **Giant Hermit Crab**

Average HP (initial): — Average HP (subsequent visits): 235



### Giant Soldier (Boss)

Average HP (initial): — Average HP (subsequent visits): 10,000



### Gilled Pawn

Average HP (initial): 230 Average HP (subsequent visits): 500



#### Gilled Shaman

Average HP (initial): — Average HP (subsequent visits): 475

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#### Minotaur (Boss)

Average HP (initial): 1,800 Average HP (subsequent visits): 2,625



#### **Mottled Spider**

Average HP (initial): 140 Average HP (subsequent visits): 320



Rainbow Caterpillar

Average HP (initial): 320 Average HP (subsequent visits): 700



### Sasquatch

Average HP (initial): 430 Average HP (subsequent visits): 940

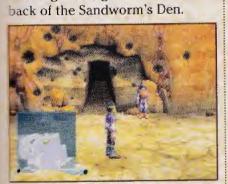


see page

#### Tortogator

Average HP (initial): 180 Average HP (subsequent

visits): 520



The entrance to the Land Ruins lies near the H.O. It's hard to miss.



# LAND RUINS 1



You enter in this area. Follow the ramps until they end, then climb down the ladder at the end of the path. Once you reach the ground, cross the narrow bridge to the interior of the Land Ruins.

There's no way down to the ground from here. Follow the narrow catwalk to your right and through the large opening you come to. Continue down the hallway until the doorway in front of you opens. You won't be attacked yet, so don't worry about being surprised or running into enemy creatures.



You need to get down to the ground, but you'll have to follow a winding path to get there.

Diene warned you that the Ruins weren't completely secure. You'll get your first taste of combat here. When you are finished fighting the two monster groups here, the door in the side wall opens as you approach it.

This small side passage usually contains a valuable item in a chest. You will find a Skill Book, a Mana Egg, or a Vellum here almost every time you visit the Land Ruins—don't pass it

by. There are no monsters near it, so it's perfectly safe.

### MAP: LAND RUINS 1



### LEGEND

Monster Group

Secret Door

Treasure Chest

Trap

Ladder

Carro Location



**Sound Bite** 

The passages with the light shining from overhead are dangerous! Hug the walls so you don't get flattened when bricks fall from the ceiling. If you are careful, you can escape without taking any damage. Don't miss

the secret door in this trapped corridor. Behind it is a chest that usually contains a Mana Egg. The door is on the right wall between the second and third falling blocks.

The passages with lighted ceilings are trapped by falling blocks. Don't miss the secret door on the right wall just past this trap.

The first time you come through the Land Ruins, a Nortis soldier greets you here. Talk to him, then follow the path across to the far side of this large, open room. On subsequent visits, there's no one here to warn of the dangers that lie ahead.

Be careful when entering this room! As you enter, you're surprised by a group of

Mottled Spiders leaping out to attack. Move in cautiously so you aren't taken unawares!

If you return to the Land Ruins after completing the Wind Ruins and defeating Lutina, you'll find Sound Bite C4 in this room.

- Another trapped corridor.

  Again, hug the right or left wall as you run under the light shining from above. This keeps you from being crushed when the rocks fall.
- Another Mottled Spider surprise attack waits in this room. Move in carefully so they don't catch you while you aren't looking.
- Descend the ladders to reach the ground floor. Run through the opening on the left wall and cross the bridge in front of you. As you near the large door on the

far end, it opens, leading you into Land Ruins 2. The first time you come here, there is a Mana Egg on the ground.

When you return to the Land Ruins after completing the Wind Ruins, you'll find the first Carro where the Mana Egg was your first time through.



Through this massive doorway lies the route to the next part of the Land Ruins.

The third Land Ruins Carro is in this secret room.

### WHAT ARE CARROS?



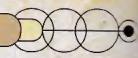
Carros are small creatures you will find when you revisit many Ruins.

Carros are small, squirrel-like creatures that appear in the Ruins after you've completed each of the Elemental Ruins the first time. Each of the Ruins has several Carros, although only one appears on each trip through. If you want to collect all four Carros in the Land Ruins, for instance, you'll have to come back to the Land Ruins four times after you've defeated Lutina.

Carros are used with the Sound Bites you find. You'll only need them when you play the mini-game with the musicians in Locca Park. In fact, they never even show up in your inventory. If you aren't interested in playing the mini-game, you don't need to collect the Carros.

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## LAND RUINS 2



Climb down the ladders to the central area. It's crawling with enemies (there are 10 groups). You can scour the area for additional experience and items, or you can make your way to the central platform. There is a ramp leading up on each side.

The ground here is covered in mushrooms. Slice them open. Some contain additional creatures to fight, and some cause damage, but you can find items and healing in the mushrooms as well.



Slice through the mushrooms. Although some are harmful, you'll find many useful items hidden inside others.

At the top of the central platform, press the central button. This causes moving platforms to rise on all sides. Stand on these to reach the distant ledges.

Look back to where you came from (you should see the two ladders), then turn clockwise. Get on the moving platform and ride it over to this ledge. You must switch to a second moving platform halfway through the trip. Follow the path ahead of you through the mushroom field. You

have to destroy at least one mushroom to continue on the path.

## MAP: LAND RUINS 2



### MXHXIII

Monster Group



**Action Point** 

Treasure Chest



Ladder



**Sound Bite** 

Push this slab. It stops between two moving platforms across from you, forming a bridge between them. Return to the central platform. If you wish, you can explore the right side of the map for a few more battles and items, or you can use the moving platforms to take you directly across from where you entered this area.



Push this slab to form a bridge that will take you to the next Land Ruins area.

When you return to the Land Ruins later, you will find Sound Bite C5 on the middle ledge overlooking the central area.

Go up the massive staircase to reach Land Ruins 3.

There is a Mana Egg or a special item in the back of this area. To get it, you must cross some greenish slime. This damages everyone in your party, but getting an additional Mana Egg or useful item is well worth the trouble. Two monster groups patrol the slime. You can fight them while in the slime, and you won't take additional damage from the terrain during the battle. Holding down the X button allows you to move more quickly across dangerous terrain like this.

## LAND RUINS 3



You enter from Land Ruins 2 here. Follow the ledge to the left.

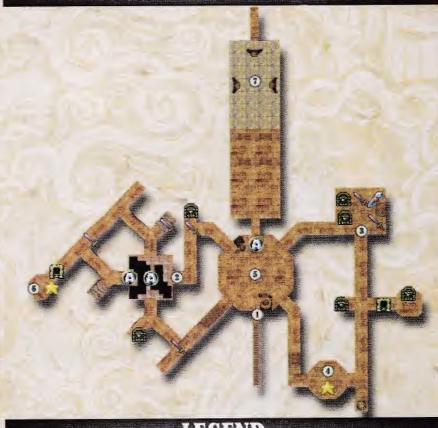
When you enter this room, the floor in front of you is destroyed. Follow the path around to the right to get to the lighted switch on the far side of the room. This restores part of the floor in the center of the room. Return to where you entered this room, and jump across the small gap to the far side. Continue moving forward, down the stairs and into the middle of the main room. Run straight ahead through the doorway in front of you.



Press this button to bring back some of the floor in the middle of the room. You'll be able to jump the small gap to continue on your way.

Be careful as you enter this 3 corridor. Huge boulders roll down this hallway, and if they strike you, they will knock you all the way back to the wall, doing samage every time. Hide in the wo alcoves to the side while a poulder rolls past. The alcove on your left has a secret door at the tack that leads to a chest, often containing a Skill Book. The pit the boulders fall into contains wo groups of Mottled Spiders mat don't show up on your radar. These creatures will not attack = less you are knocked into the to by a boulder.





N.	Monster Group	(A)	Action Point
	Treasure Chest		Secret Door
*	Carro Location	Ø	Sound Bite



The rolling boulders are dangerous! If you get in the way, you'll be hit multiple times, and each strike strips HP from every member of your party.

The area where the boulders roll to contains Sound Bite D1 when you return to the Land Ruins.

As you enter this room, a grate closes behind you. You have to fight your way past the Minotaur to continue into the Spiritual Atrium. See the sidebar for the best way to get through the Minotaur.

Once the battle is over, continue down the hallway to the ledge with the lighted switch. Activate the switch to lower the section of ledge and open the path to the Spiritual Atrium. Climb the stairs and head through the door when it opens. Once you have cleared the four Elemental Ruins, the Minotaur no longer appears here. However, Minotaurs start appearing in groups of creatures you fight in the rest of the Land Ruins!

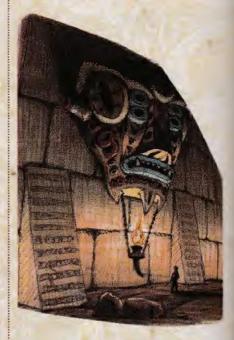


Press this button to open the way to the Spiritual Atrium.

The second time you come to the Land Ruins, a Geo Gate appears here. You can activate it to return to Locca, but this gate only works one way. You can't use the Geo Gate in Locca to come here.

The fourth and final Carro in the Land Ruins appears in this room.

When you return to the Land Ruins after completing the Wind Ruins, the Minotaur boss had been replaced by a new, much tougher pair of bosses. When you mount the long staircase, you come face to face with a pair of Giant Soldiers. Once you destroy them, move to the Spiritual Atrium to grab some Mana Eggs and other items before returning to Locca. See the sidebar for details on defeating the Giant Soldiers.



#### FIGHTING THE MINOTAUR



The Minotaur is a tough opponent. It is durable and deadly.



Use spells to knock the Minotaur off balance, then follow up with combos and critical hits.

The Minotaur is by far the toughest opponent you've faced, and he has help from a group of Gilled Pawns. The Minotaur does a lot of damage with his strikes, but your first move should be to handle as many of his underlings as you can. Carmyne's Sonic Sable attack will tear through them quickly, either defeating them outright or wounding them to the point where a single strike by anyone will get rid of one. Keep the Minotaur off balance with critical attacks to cancel his powerful strikes and to prevent him from using his Tornado Horn, which causes tons of damage and confuses the victim. Use Carmyne's Howl spell early in the fight to damage the Minotaur and cause some additional pain to the Gilled Pawns. Once all the Gilled Pawns are gone, use your special moves (X Slash, Great Divide, and Smash—if Carmyne has learned it) to pummel the Minotaur. Watch out for the Minotaur's Land Crush attack. This does a lot of damage in a large radius.





Instead of fighting a boss with multiple parts, this time you fight a pair of bosses!



The Giant Soldiers often line up like this, making line attacks like Thunder Split and spells like Howlslash great options.

The Giant Soldiers are extremely difficult to defeat because of the power of their attacks. Do not attempt to defeat them until your entire party is wearing the best armor available. Their normal attacks can strip hundreds of HP with a single swing, and their other attacks are even more devastating.

Your best bet is to gang up on one of them—it doesn't matter which one. Have a group of your characters use critical hits to stall the other one and prevent it from getting off any special attacks. Your remaining characters should pour on the damage to the other Giant Soldier. Use special moves, particularly if you can get both Giant Soldiers with one move. Don't be afraid to "waste" someone's turn healing the party. You'll need First Aid Kits and the Alhealer spell every few turns unless you are extremely efficient at stopping their attacks. If Brandol is in the party, use his Victory Roar early in the battle and every time you see your damage per hit drop off.

The two special attacks to watch out for are Mystery Steam and Lightning. The first reduces the ACT score of its victims, meaning they'll act less often in combat. This is very bad for you, since it makes it more difficult to cancel the Giant Soldiers' attacks. The more dangerous power is Lightning. This strikes your entire party, strips tons of HP, and can paralyze. It's possible to have your entire party paralyzed while the Giant Soldiers stomp around, crushing everyone before they are mobile. (The shop in Locca offers items that, when equipped, make your characters immune to paralysis. These items will aid you greatly against the Lightning ability!)

This becomes a much easier battle once one of the Giant Soldiers is down. When you only have one to worry about, pour on the critical hits, getting in combos, special moves, and spells when you can.

# ) (

# THE AFTERMATH OF THE LAND RUINS

Inside the Spiritual Atrium, you encounter Colonel Kroitz, your old nemesis. It appears that he is the colonel who has been mentioned as the head of the project to end the Elemental Disorder. Both Brandol and Carmyne respect the man, but you can't get over the nagging feeling that something isn't right. He was a manipulative jerk when he was younger, and you don't think he's changed that much.

Kroitz allows his scientist,
Specto, to fill you in on what they
wow about the Ruins. Specto
ells you that at the heart of the
spins lie Spiritual Atriums. There,
you can find an ancient Slab that,
mace it is removed, ends the

Elemental Disorder completely. It sounds too easy to you, but Brandol and Carmyne are game. You appear to have no choice. Furthermore, Kroitz has some new people for your party.



The colonel is none other than your old nemesis Kroitz!

You return to the Sandworm's Den outside the Land Ruins. Go back to the H.Q. You run into Lieutenant Diene. She's not happy about the new situation, but she's dedicated to bringing about peace by any means necessary. When Diene leaves, you and your companions enter the control room. You're in for a shock, although not as much of one as Brandol's. The four new recruits on your team are former enemies of the Nortis. Jaid and Titto are Arcadians, while the hulking Ulk



Brandol and Carmyne weren't expecting this!

Back in Locca, your party is assembled in the Diner. Save your game, and visit the Skillman, the Magician, and Item Shop before you go to the Diner. When you enter the Diner, Diene tells you that Brandol insists on being a part of the next mission, which is to somewhere called the Inferno Pit. You can take two characters in addition to Brandol. Talk to everyone to get a feel for their abilities. Jaid and Titto or Myam and Ulk make powerful combinations with Brandol. When you've talked to everyone, speak with



You are officially the team leader. They'll be looking to you to make the correct decisions from here on out.

Diene again. She'll preview the mission ahead one more time, and tell you to assemble your group in the Armory.

When you've chosen your party, don't leave right away. Instead, head over to the Item Shop and pick up anything useful. Your new characters can pick up some useful weapons, armor, and defensive items. Consider purchasing Flame Charms, since you're heading to a fire area. Fully equip the party with Mana Eggs, Skill Books, and skills. Your new members have a few Mana Eggs, Skill Books, and skills already, so use these to increase the effectiveness of the four characters you take to the Inferno Pit.

When you're ready, return to the Armory and go outside. The Geo Gate is active, but there isn't anywhere to go yet. Instead, follow the road ahead of you to the Flame Ruins.



### FLAME RUINS

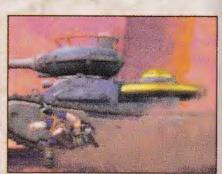
The trip to the Inferno Pit is without problems until you arrive at the Ruins. When you arrive, you discover a volcanic landscape filled with gouts and streams of lava. Don't worry about finding the Slab for now;



The Inferno Pit is dangerous, which might be why Kroitz sent you instead of coming himself.

instead, concentrate on getting into the Ruins. Things get worse when an eruption occurs right in front of your group's tanks.

While the eruption forces everyone back, Evann sees a glimmer in the distance. A spirit appears, and then disappears into the ground. Evann runs forward, convinced that the spirit is leading him somewhere. Not to be outdone, Brandol and the rest of the group follow in their tank. Fortunately for everyone, Evann's hunch proved correct. Brandol drives the tank into a cave, safe from the dangers outside—at least for the moment.



Aggressive action is needed to break through to the Inferno Pit and the Flame Ruins.

# SALLERY APP

#### NOTE

Creatures with "—" for Average HP (initial) do not appear on your first journey through the Ruins.

#### CREATURES OF THE FLAME RUINS



**Baby Crustacean** 

Average HP (initial): 260 Average HP (subsequent visits): 500



**Brain Bat** 

Average HP (initial): 225 Average HP (subsequent visits): 500



Crag Snake

Average HP (initial): 175 Average HP (subsequent visits): 450



### Flame Knight

Average HP (initial): — Average HP (subsequent visits): 2,925



Flare Ogre

Average HP (initial): 325 Average HP (subsequent visits): 900



see page

#### Hammerhead

Average HP (initial): 750 Average HP (subsequent visits): 1,425



see page

Hellhound

Average HP (initial): — Average HP (subsequent visits): 850



Lantern Demon

Average HP (initial): 255 Average HP (subsequent visits): 750



### Mother Crustacean (boss)

Claw HP (initial): 4,391
Body HP (initial): 7,191
Claw HP (subsequent visits): 7,501
Body HP (subsequent

visits): 13,421



Phoenix

Average HP (initial): 175 Average HP (subsequent visits): 375

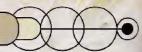


Saladile

Average HP (initial): — Average HP (subsequent visits): 515



# FLAME RUINS 1



There is a Geo Gate here. After you first come to the Flame Ruins, you can immediately return to Locca and save your position, then turn around and come back. Unlike the Geo Gate in the Land Ruins, this one works in both directions.

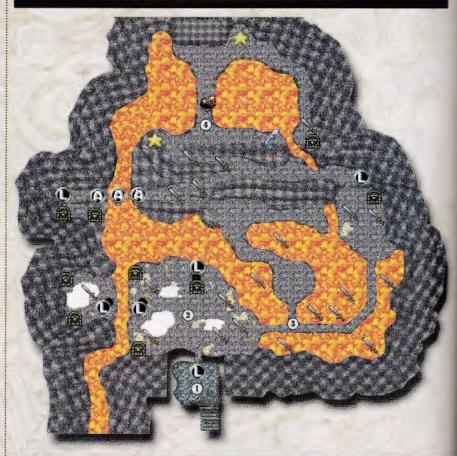
Climb the ladder to the high plateau. There are several enemy groups to fight here. In the top right corner of this area, you'll find a ladder leading down to a small pit where you can pick up a new Mana Egg. On the left side, another ladder leads down. Follow the short path to the left island, clearing it of any foes. Grab a couple of treasure chests here.

Follow this narrow path toward the heart of the area. You'll be attacked by groups of enemies that appear out of the lava. Walk with your guard up. Both the path to the left and the path straight ahead lead toward the exit to Flame Ruins 2, but explore both areas for valuable items.



Creatures appear out of the lava and rush to attack you. Walk cautiously so they don't catch you by surprise.

## **MAP: FLAME RUINS 1**



### LEGEND

N.	Monster Group	<u>a</u>	Treasure Chest
(A)	Action Point	(L)	Ladder
	Trap	1	Sound Bite
		Carro	

This path is trapped. As you walk across it, large sections are blown out, damaging you if you get too close. Stay right at first, then zig-zag down the path. There are three traps in all. When you are through, go straight ahead to the Volcano Exterior.



This path to the exit is trapped.

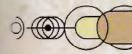
### **VERSUS BOOKS**

TANTE

The fourth Flame Ruins Carro appears just to the right of the exit shown in the previous screenshot.

The first Carro in the Flame Ruins appears here when you revisit this area. Rather than running directly to the exit when

you pick up this Carro, run next to the lava pool. At the end, you will find Sound Bite D2.



## **VOLCANO EXTERIOR**



Go left from the entrance to this area to find this large cave. There are a couple of monster groups inside, as well as a few items. There's nothing of extraordinary value here, though, so you may prefer to skip it and head for the next area. The traps on the ledges surrounding this area are dangerous because they drop you down a level. Stay away from the edges to avoid the traps.

The second Flame Ruins Carro poears in this cave.

When you enter this area, a boulder blocks the cave. You have nowhere else to go, so head the two heads are ledge. The ladder here leads up to some har ledges with items. On the bledge, push the boulder. This makes the first boulder out of the way, opening the cave.



this boulder to open the cave near where you cared. There are items and (even) a Sound Bite inside.

Sound Bite D3 appears
cave you open with the

### MAP: VOLCANO EXTERIOR



### HECHEND

Ny.	Monster Group		Treasure Chest
A	Action Point	<b>(</b>	Ladder
	Trap	1	Sound Bite
	*	Carro	

Continue running down the ledges and the knocked-over pillars until you reach the ground



floor of the volcano. At the bottom, you'll see that the pillar you just ran across is hollow. Run



Walk through the hollow pillar to reach the other side of the crater's floor.

inside it to continue looking for the heart of the Flame Ruins.

The pillar opens into this large cavern. Sheath your weapons in the monsters here, and explore. At the far end of the cavern, you find the hollow pillar again. Go through it to return to the opposite side of the volcano's bottom level.

When you exited the pillar, you see a pedestal in front of you. Activate it, and a bridge to the small building at the vol-

cano's center appears. Walk across the bridge to reach the Flame Ruins Interior.



Activate the switch on this pedestal to raise the bridge. This takes you to the interior of the Flame Ruins.



## FLAME RUINS INTERIOR

When you arrive in the Flame Ruins Interior, you find a Geo Gate leading back home. Follow the path around to the right and walk onto the elevator and descend to the lower floor. Once the elevator stops, walk forward and step onto the glowing blue square. This lowers the flames in several spots around the room, giving you a little more freedom to walk around.



To clear the flame jets from this room, you must activate all four of the blue squares, and then the elevator you used to get here.

## **MAP: FLAME RUINS INTERIOR**



### LEGEND

Monster Group



**Treasure Chest** 

**(A)** 

**Action Point** 



Secret Door

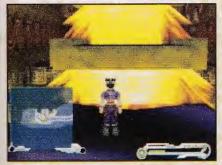


**Sound Bite** 



Carro

With the first square activated, follow the now-revealed path. When the tunnel opens, you find a series of vertically moving platforms. Walk from platform to platform, being careful not to get too close to the gouts of flame that keep them aloft. (The safest way to move is to wait until the platform you are on is higher than the one you wish to get to.) Walk all the way across to the far side, then head down the hallway and step onto the second blue square.



If you are careful and walk only when the platform you wish to reach is below you, you'll have no problem here.

From the second blue square, follow the path on the floor. On the angled wall to your left, find a secret door. Pop it open, slay the monsters at the far end, and claim the treasure chest. When you return, walk straight ahead onto the third blue square. You've only got one more to find to eliminate the flame jets. Watch out when you step on the third square. Two groups of creatures appear from the flame jets and attack immediately! Continue walking straight ahead to the open door in the corner.

You are presented with a puzzle in this room. Walk down the stairs and back to the block on the ground near where vou entered. Press the button on the wall to launch the block forward to a blue square. This opens the large door at the far end of the room. Go through it to find a similar setup. Push the block in front of the opening, then press the button on the wall next to it. Again, the block shoots forward, stopping on a blue square. When both blocks are in place, the large door across from them opens, leading back into the central room. Walk forward and activate the final blue square. A secret door in the corner leads to a treasure chest. When you are ready, return to the central elevator where you started this area. Step onto its center, and all the flames in the room will be extinguished.



Activate the switch to move the blocks. When both blocks are in position, a door back to the central room opens.

When you return to the Flame Ruins, Sound Bite D4 appears on the first stone block. To get it, proceed as normal. When both stone blocks are in place, go back up the stairs and walk across the blocks to retrieve it. The third Flame Ruins Carro appears in the room with the second stone block.

Once again, you're presented 5) with a puzzle. The flame jets prevent you from crossing the room. If you step forward onto the bridge, you'll see what will happen if you try to cross-a Hammerhead leaps after you and is knocked into the lava below. To get past the flame jets, head right and push the block over the jet. Follow the side path on the left to reach the second block. Push it forward to cover the second flame jet. You're now clear to run across the bridge and to the Hall of Flame, although another Hammerhead pursues you when you leave. At the far end of the bridge, you enter the Hall of Flame and confront the Mother Crustacean.



Once again, you must move some stone blocks to clear your path.

The fifth and final Flame Ruins Carro appears in this secret room on the opposite side from the exit.

### CRAB LEGS FOR DINNER!



The Mother Crustacean is a much more serious opponent than any you've faced so far. She makes the Minotaur look like a walk through Locca Park.



Critical attacks on the Mother's claws and body prevent her from getting off most of her spells and devastating attacks. The Mother Crustacean boss battle poses quite a challenge. You have to attack the Mother herself, and you also have to deal with her left and right claws, which are loaded with special attacks. And on top of all this, she has a Breeding spell that calls out Baby Crustaceans. When the battle begins, use Brandol's Victory Roar (if you have it) to raise your entire party's attack levels. Ulk's Spiral Blow and Evann's Thunder Split are extremely effective in this battle because they allow you to hit all three parts of the Mother Crustacean at once. You can do the same with Myam's Hail Shower (if you target the body) and Carmyne's Sonic Sable attack.

The best plan of attack in this battle is to take out the Baby Crustaceans first. You will not be able to eliminate all of them permanently—the Mother Crustacean will call out more—but it makes things easier with only one or two on the battlefield. If you don't want to waste attacks on them, use area-effect spells and moves that damage the Mother Crustacean and take out some of the Baby Crustaceans as well. Taking out the claws before the body also makes things easier, limiting the number of attacks the Mother Crustacean can perform during battle—including her devastating

Side Slash. As in previous battles, use critical attacks on the body or claws if they begin to glow. Keep using critical attacks on the body to prevent her from using her most devastating attack, the Hi-Jump. This attack hits for 200–300 HP on your entire party. Keep the Mother Crustacean off balance to prevent this. If she does get this attack off, have someone in the party ready to use a First Aid Kit. If you've got Myam in the group, you can use her Restore All special move to handle this.



Moves that target the whole creature, and spells with area effects allow you to whittle down all three parts at once.

# ) (M)

# THE AFTERMATH OF THE FLAME RUINS

Once the Mother Crustacean is dead, walk through the doorway across from where you entered. This leads you to the Spiritual Atrium. Walk down the ramp and cross the room to the other side. At the top of the second spiral ramp, you find the Slab you need to stop the Elemental Disorder

here. Get the Slab and leave. You can gain some insight into what is going on by talking with your party members, who are standing around in the Atrium. Any explanation is useful—there's the body of a huge elemental beast in the middle of the room, and a plaque with a strange inscription on it. When you leave, you'll find a Geo Gate near where you killed the Mother Crustacean. Use this to get back to Locca.



The Slab you seek is at the top of the second ramp in the Spiritual Atrium.

Once you are in Locca, you are told that Lieutenant Diene is waiting for you. Take the time to walk around to the Skillman, Magician, and Item Shop first, then head to the Command Post to speak with Diene. She won't offer an explanation of what you found, but she will tell you that Specto can offer some insight. He's in the city of Escarre. Diene wants you to gather your team and head to Escarre now. You'll have to find everyone around Locca before you can continue.

Finding everyone is simply a matter of looking. Start with the Barracks. Titto is in the hallway upstairs. Once you've talked to him, go through the door on the right to find Jaid. Speak with him to send him running to the Train Station. Go outside and check the Diner next. Brandol is standing outside. Once you've talked with him, go inside and speak with Carmyne. Leave the Diner and cross the nearby bridge to get to Locca Park. Both Myam and Ulk are here. Once you've found

these two, you'll go to the Train Station to receive a last briefing from Diene.



Find your teammates around the city. This shouldn't take long.



the Music Hall.

### ESCARRE

Music Hall is the building with the The train ride is quick. When you get to Escarre, your team runs off round door in front of you. Go in and talk to the three musicians in to explore the town. Let them go. the back corner. They call them-You've got more important things selves the Crash Heads, and to do. Specto is waiting for you in they're in a slump. Before you talk the Music Hall on the south end to Specto, look in the basket near of town, Before you go, Diene tells you that the Military Base, the musicians to find a Carro. which is also on the south end of When you are ready, talk to nown, is off limits. Don't worry about this. There's not much to see in Escarre this trip. In fact,

When you are ready, talk to Specto. He'll answer some questions about what you found in the Flame Ruins, although his answers are pretty vague. In fact, his answers only add to your confusion. Don't worry about this now. Instead, return to the Train Station and talk to Diene again. Get back on the train to return to Locca and prepare for your trip to the Aqua Ruins.



You've got three things to do: Talk to the musicians, find the Carro in the basket, and talk to Specto. They're all right here.

If you wish to explore Escarre some more, you certainly can. You'll find Brandol and Carmyne in the tavern on the docks. Myam is by herself on the docks. Both Jaid and Titto are in house I, which is on the path to the Music Hall. Ulk is outside the Train Station, brooding over the sea. You can also talk to any of the townspeople. You might pick up a few interesting rumors, but there's no one besides Specto and the musicians that you need to talk to here.

When you leave, you'll see a short movie concerning Colonel Kroitz and Specto. Evann's suspicions regarding the Colonel and Specto are accurate—the pair appears to be up to something that they don't want anyone to find out about. Unfortunately, there's nothing you can do about it right now.



the only important things are in

The Music Hall is at the far end of the only buildings you can access, so it's not diffinit to find.

To get to the Music Hall, head straight ahead when you leave train Station. When you come an open area, turn left. The





Specto and Kroitz are up to something, but you'll have to wait and see exactly what they have planned. Back in Locca, you meet with your team. Ulk and Titto agree that there's something fishy going on, but Brandol and Carmyne back their army commanders. Regardless, your job is to get through the next two areas and stop the Elemental Disorder. Perhaps you'll find out more when you reach the heart of the next Ruins. Jaid insists on coming with you to the Tsunami Trough and the Aqua Ruins.



# 000

# **AQUA RUINS**

The trip to the Tsunami Trough is, like the journey to the Inferno Pit, uneventful until you reach the Ruins. The Tsunami Trough is home to a massive, raging storm that makes getting underwater difficult. You and your crew are lowered into the depths in a bathysphere. As you are dropped, you recall the conversation about your trip here. To breathe and speak underwater, you and your team have eaten Aeolus Seeds (which have the side effect of uncontrollable belching the next day).

While you descend, Jaid tells you why he wanted to come here. While a knight, he pledged himself to an Arcadian noblewoman.

Ri Lis an Abolid Smarl:
I've had that before!
You can breath underwater with it

Thanks to the Aeolus Seeds, you won't have to worry about breathing in the Aqua Ruins.

During the war against the Nortis, he was sent to the front lines without the chance to tell her. She followed, and was killed by the Elemental Disorder over these very Ruins.

Unfortunately, while you are being lowered, things on the



Jaid's reasons for coming here are personal.

ocean's surface are not going well. A massive wave and what appears to be an elemental attack destroy your ship. The chain holding the bathysphere breaks, and you drop to the ocean floor. You and your party are stranded beneath the waves.



The ship is destroyed. You'll have to find another way back to Locca.



Creatures with a "-" for Average HP (initial) do not appear on your first journey through the Ruins.

### CREATURES OF THE AQUA RUINS



Deava (boss)

Shell HP (initial): 5,231 Knuckle HP (initial): 4,555 Body HP (initial): 7,631 Shell HP (subsequent

visits): 12,719

Knuckle HP (subsequent visits): 9,043

**Body HP** (subsequent visits): 15,119



#### **Dragonfly Toad**

Average HP (initial): 210 Average HP (subsequent visits): 400



#### Fish Man

Average HP (initial): — Average HP (subsequent





Frost Frog

Average HP (initial): 330 Average HP (subsequent visits): 600



Kite Ray

Average HP (initial): 1,250 Average HP (subsequent visits): 2,000





Merman

Average HP (initial): 390 Average HP (subsequent visits): 750



#### Mimic

Average HP (initial): 1,200 Average HP (subsequent visits): 4,600



Moccasin

Average HP (initial): — Average HP (subsequent visits): 530



Naga Queen

Average HP (initial): — Average HP (subsequent visits): 2,450



Star Mirage

Average HP (initial): 430 Average HP (subsequent visits): 825



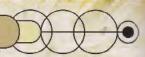
**Thorny Anchor** 

Average HP (initial): 240 Average HP (subsequent visits): 465



# ) (M)

### **AQUA RUINS 1**



You begin here. If you move forward, you'll see a Geo Gate on your left. You can use it to jump back to Locca and save your position. Do this if several members of your party are of relatively low level. Once you return (or right away, if you don't go back to Locca), explore the large, open ocean floor. There are plenty of enemies to fight here, as well as a number of items to pick up. Although there are no mushrooms growing underwater, you will find sea anemones, giant clams, and oysters, all of which you can split open. Like the mushrooms, you'll find enemies and items inside them.

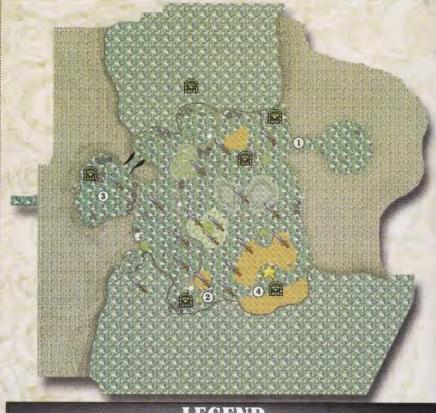


If you return to town immediately and go the Diner, you can have a quick meal with Ulk, Brandol, and Myam.

When you are finished exploring the ocean floor, you'll find a staircase in this corner. Follow it up to the next level of the Aqua Ruins. As with the lower area, you'll find a number of enemies to fight here. Continue following the path ahead of you, leading you toward Aqua Ruins 2. You can explore a couple of small areas to the side, but there's nothing important here now. Concentrate

on getting through the enemy groups and to the next area.

## MAP: AQUA RUINS 1



### **LEGEND**

Monster Group



**Treasure Chest** 



Carro

When you come to this area, you'll see a chest on the ocean floor in front of you. However, it doesn't appear on your map because it's not a treasure chest—it's a Mimic. This is a tough battle, but if your party has good offensive spells and their moves are charged up, you'll get a ton of experience for defeating this beast. Past the Mimic is the entrance to the Ocean Cave.



Keep an eye open for oysters, giant clams, and anemones. Hack them open for some items and healing.

The first Aqua Ruins Carro is here.



# ) <del>(()</del>

### OCEAN CAVE



You start in the Ocean Cave here. Explore the various side passages as you wish, but your main goal is the open area at the end. You'll find a number of anemones and oysters to destroy, as well as several monster groups to fight.

Your path down to two side passages seem blocked by schools of massive jellyfish. If you come too close to them, they shock your entire party, stripping some HP. To get around them, wait for them to float up, then run underneath. If you time it correctly, you won't take any damage.

You appear to be stymied when you reach this huge gulf. However, you can call a massive fish over to assist you. Jump on its back and ride it across the gulf to the far side.



Use the giant fish to cross the scean gorge.

The giant fish drops you off here. Explore all of the side explore the right path before yoing down the left one, because only the left branch leads to the exit from the Ocean Cave.

### **MAP: OCEAN CAVE**



### LEGEND

Monster Group

Treasure Chest

Action Point



Carro

Activate the Geo Gate here to return to Locca. You can use the Geo Gate in Locca to return here after you save your position.

When you have finished exploring the area, come here to find the entrance to Ocean Temple. The path to the end contains the same jellyfish trap as the first part of this level.

Aqua Ruins Carro 2 appears here when you return to this area.



# OCEAN TEMPLE



Here you enter the Ocean Temple from the Ocean Cave. Follow the winding path down to the floor, and explore for a number of useful items. This area is pretty simple. When you get to the bottom, pick a direction and start walking around the central pillar.



The Ocean Temple is the most straightforward area you'll see. Just walk to the left or right, and you'll get to the door.

There's not a lot to the Ocean Temple aside from treasure chests and combat. The door in the central structure here leads to the Aqua Ruins Interior.

3 The third Aqua Ruins Carro appears here.

# **MAP: OCEAN TEMPLE**



# LEGEND

Monster Group



**Treasure Chest** 



Carro



### VERSUS BOOKS



# **AQUA RUINS INTERIOR 1**



You begin in the Aqua Ruins Interior in this room. Climb the stairs to the next level. The door on your right is blocked by a strange green energy, so you can't go that way. The two paths lead to the same area anyway. Follow the hallway straight ahead to the large central room.



You will be returning often to this central room. It's not as confusing as it looks.

The fifth Aqua Ruins Carro

ppears in this corridor.

The only other doorway currently open in this central chamber is here. Follow the path ahead of you to the room at the far end. There's a control console in the center of the room. Walk over to it and press the red buttons. This drops toors of blue energy and opens red ones. Go down the only smallable path, back to the large central chamber.

# MAP: AQUA RUINS INTERIOR 1



### LEGEND

**(A)** 

#### **Action Point**



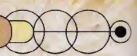
#### Carro



These access panels raise and lower the energy doors throughout the Aqua Ruins Interior. When you return to the central chamber, the door here is open. Follow the path to the room at the far end. The platform in the middle of this room is an elevator. Step onto it to go to the next level.



# **AQUA RUINS INTERIOR 2**



When you walk through the open doorway at the bottom, you're stopped by a strange sound. A small device drops from the ceiling, and you collect it. It's Sound Bite A1, the first of many Sound Bites you will collect on your journey. Past where you find the Sound Bite, you emerge into a room with a massive ball of spinning water. Walk left to the second open door around the outside of the room, and follow it to the control pad at the end. You can't get to the pad yet, so return to the last room you were in.



Again, there's a large central room on this level. All roads lead to it eventually.

Back in the room with the large ball, go right to the next open door. Follow it down toward the glowing red ball at the end. When you enter this room, swarms of Dragonfly Toads attack. Past the groups of Dragonfly Toads, go through the door to your left and get the treasure chest in the room at the end. Return to the room where you fought the Dragonfly Toads.

## **MAP: AQUA RUINS INTERIOR 2**



### LEGEND

Monster Group

Treasure Chest

(Action Point

Sound Bite



Carro

Go through this door and proceed to the control panel you dropped earlier. Press the green buttons to open the door out of this room, and continue moving forward.

In the next room is a Sound Bite you can't reach. Follow the path around the outside of the room to the left, and enter the second door. Head down the next hallway and pass under the control panel in this room. There are two other staircases here. Go up the stairs to your right first, get the book and Sound Bite A2, then head up the other staircase. The room at the end contains two

monster groups and a pair of treasure chests. Retrace your steps to the room with the Sound Bite you can't reach.



You have to walk a little extra distance for these items, but they are worth the effort.

Back near the Sound Bite, go to the door on your right. This leads to a room with a series of water jets. Wait for the lets to stop, then move carefully through the room to the door on your right. You'll have to take the long way around the room, and you'll be attacked several times as you walk around to the door. Walking into the water jets causes damage, so move cautiously. You emerge from the next corridor at the control panel you just walked under. Press the blue buttons to drop the blue doors, and continue across to the other side.



The water jets in this room cause a lot of damage. Move quickly when they stop. You'll have to go the long way around the room.

When you return to the large central chamber, go to the door on your right to get that third Sound Bite. Once you have it, return to the central room. (A3)

Go through this door to confront the Deava. Step onto the elevator in the middle of the room, and descend to the Energy Conversion Room.

The fourth Aqua Ruins Carro appears in this room.

#### CRACKING THE DEAVA'S SHELL



The Deava starts with a hard shell. Treat it like a walnut—crack the shell to get to the meat inside.



Spells and special moves are the fastest ways through the shell. Fou need to break it fast, because you can't cancel the Deava's attacks until the shell is gone.

The Deava is the nastiest opponent you've faced yet. The main reason is that initially, it is covered by a thick carapace that protects its inner parts. This means you can't cancel the special attacks from its arms or its body. Your goal initially is to get rid of that shell so that you can attack the inner parts of the Deava. Use your party's special moves. Thunder Split is effective, as is Jaid's Blaster Bomb. Heal your party when you can, and use the evade option to keep your party members from getting too close to each other and being caught in the same attack.

Once the shell is off, you can cancel all of the Deava's attacks with critical hits—but things still aren't any easier. Both Deava's left and right knuckles can call down the powerful Aqua Splash attack, which does tremendous damage. Additionally, both can cast the Alhealer spell, allowing them to recuperate the HP you worked so hard to peel off. Critical strikes cancel out a lot of these attacks, so keep them coming. Concentrate your spells and moves on one of the two knuckles at first, attacking the other knuckle and the main

body only to prevent the special attacks. Anything fire- or bomb-based works extremely well. Carmyne's Ifrit Slash move with Jaid strips more than 1,000 HP per hit.

The battle gets much easier once you've knocked off one knuckle. Concentrate on the remaining one, using critical hits to keep the body from doing much damage. You should be able to keep three characters attacking the remaining knuckle, so it will drop off quickly. Pour on the damage to the body until the beast finally drops.



Once the shell is off, the battle really begins. Concentrate on the knuckles to break them off and limit the Deava's attacks.

Once you have dealt with the Deava, move forward into the Spiritual Atrium. This one is set up exactly like the one in the Fire Ruins. Walk up the ramp on the far side of the room and claim the Slab, then leave. You'll find a Geo Gate near where you fought the Deava. Use it and return to Locca. When you get there, you're told that Lieutenant Diene is meeting with a high-ranking officer, and is awaiting your presence.



The Spiritual Atrium here looks like the last one. Collect the Slab and get out of Dodge.

Before you head to the Command Post, check out the town. There are new items for sale at the Item Shop. If you've got the money, you can upgrade all of your characters' weapons and armor. When you're finished spending your hard-earned cash, go to the Command Post.

What a surprise! The high-

ranking official is Kroitz himself. Diene, ever the idealist, sees only the benefits of this mission and of your team. When you arrive, Kroitz seems impressed by your work. Of course,—he's never been trustworthy. He tells you that if you still have concerns, you can talk to Specto, who has relocated to Escarre's uptown. It's worth checking out, just to see if Specto knows anything.



Wouldn't you just know it? The official Diene is talking to is that slimeball Kroitz.

Outside, you run into Myam. She tells you that she wants to accompany you on your trip to the Gale Ruins. Something seems to be bothering her, but she won't tell you what it is. You can follow her into the park, but she still won't reveal it. She keeps insisting that you must take her with you when you go to the next

Ruins. When you are finished talking with her, board the train and head to Escarre. This time, walk through the exit next to the train to go uptown.



Myam is waiting to speak with you outside the Command Post.

Specto is waiting inside the Uptown House. He has a little more information about the Ruins and the Elemental Beast corpses. It all seems interesting, but it also appears that Specto doesn't really know anything. When you are finished picking his brain (such as it is), take the train back to Locca and journey to the Gale

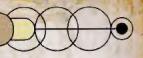


Specto is inside this building. Talk to him, but once again, he doesn't reveal anything.





# **GALE RUINS**



Ruins and Whirlwind Peak. Your arrival at Whirlwind Peak is surprisingly uneventful. Your aircraft lands safely, and you and the party disembark. Myam has

ties to this location, and before vou set out, she'll tell vou precisely why she needed to come here. When she's finished, you'll be set to go investigate.





For once, there's no problem getting where you need to go. No explosions, no crashes. In a way, that's kind of disturbing.



#### NOTE

Creatures with a "-" for Average HP (initial) do not appear on your first journey through the Ruins. Creatures with a "-" for Average HP (subsequent visits) do not appear in subsequent visits to the area.

#### CREATURES OF THE GALE RUINS



### Bone Mantis (boss)

Arm HP (initial): 5,048 Body HP (initial): 9,108 Arm HP (subsequent

visits): 8,677

Body HP (subsequent visits): 16,377



#### **Falcon Devil**

Average HP (initial): — Average HP (subsequent visits): 650

Frost Frog

Average HP (initial): 410

Average HP (subsequent

visits): -



#### **Land Cougar**

Average HP (initial): 500 Average HP (subsequent visits): 900

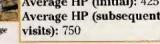
#### Sable

Average HP (initial): — Average HP (subsequent visits): 400



**Space Warrior** Average HP (initial): 425 Average HP (subsequent







#### **Wind Mantis**

Average HP (initial): 280 Average HP (subsequent visits): 425



#### Crimson Tail

Average HP (initial): -Average HP (subsequent visits): 2,850



#### Dodo

Average HP (initial): 160 Average HP (subsequent visits): 240



### Gargoyle

Average HP (initial): 425 Average HP (subsequent visits): 730

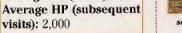


### Kite Ray

Average HP (initial): 1,325 Average HP (subsequent



see page







### WHIRLWIND PEAK



You start your trip through Whirlwind Peak here. This is a complex area, and it's easy to get lost—refer to the map above frequently to keep your bearings. Walk down the sandy slope near your aircraft to the ground below. There's not much in this first area, so proceed through the hollow pipe. Clear this area, then go through the next hollow pipe to your left—the only place you can go at this point.

Gale Ruins Carro 3 appears at the bottom of the first ramp.

You have a choice of going left or right. Go left and walk up the fallen wall to the small plateau. There's a Mana Egg here worth picking up. When you have it, return to the pipe and walk straight ahead to the next area.

The next area only offers a couple of monster groups—no items to claim here. Walk through to the back, and up the fallen wall to the plateau above you. You can only go left when you get there, so head that way back toward where you first entered Whirlwind Peak.

You find this wrecked house just south of the last wall you climbed. Investigate the house. You can push the bookcase on the back wall to the side and check out the area behind it for some treas-

the left of the bookcase to create a bridge to the next

### **MAP: WHIRLWIND PEAK**

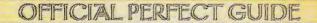


### LEGEND



plateau. Walk across when you are finished here. Check out the destroyed house on your left. Again, you can push down

a wall to reach the chest on the small outcropping nearby.



# VERSUS BOOKS



Push aside this bookcase to get to the area behind it. There's usually a good item here.

You find a third destroyed building here. Watch out for the tire swing, which damages you if you move into it. Check out the area to the left of the house for a few more treasure thests, then return to the house. Go inside, then out the door on the right. Walk down the path for the treasure chest. Return to the house and go through the ast door, to the large path heading back toward where you entered. You'll be walking above the first pipe you went through at the start.



his third destroyed building often ides an item. Walk through it to antinue your trip across Dirlwind Peak.

Check out the area at the bottom of the ramp to the right a Mana Egg. There's another aroken pipe here. Follow it to find

another Mana Egg underneath the well outside the last house you explored. Continue through the pipe to the area north, clear out the monsters, and collect Sound Bite B1.



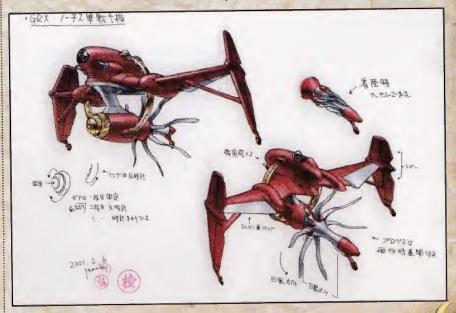
You probably saw an item in the well next to the third destroyed house. You can get that from this pipe, which is connected to it.

If you wish to avoid some combat, return to the higher plateau and jump from plateau to plateau. This will take you to the same area as the pipes, and you can avoid the area to the right and all of the creatures there.

When you are finished 8 exploring, come here to move on to the entrance to the Gale Ruins. As you leave, you encounter a problem. Sure, you got to Whirlwind Peak without trouble, but getting inside the Ruins will be difficult. It's protected by a huge, swirling wind. Using a wrecked piece of machinery, you build something like a car that might be able to penetrate the barrier. With a push, you're off, racing down the side of the peak toward the Gale Ruins. The "car" is lifted into the air, and you and the party are deposited inside, safe for now.



This looks dangerous because it is dangerous, but you have no choice.



# 900

# **GALE RUINS 1**



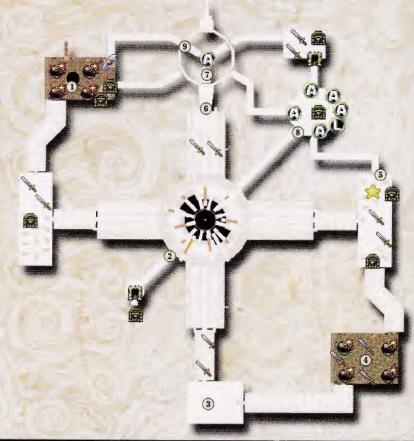
You enter the Gale Ruins here. There are machines dropping huge pieces of garbage, which damage you if they strike you. The door to the north is blocked, so don't worry about it. Head through the southern door, and follow the hallway to the hangar. Again, there's only one door you can go through here. Follow the hallway to the huge central room.



Most of the hallways here are trapped. It's not hard to avoid them if you pay attention, but it's easy to forget.

Check this small hallway, through the first door on your right when you enter this room. There is a secret door in the room at the end that should contain a treasure chest. Get it, then return to the central room and go through the next door to the right. Be careful in this hallway and similar hallways from this point on. The large beams of light coming from the machinery above you will hurt your party severely if you wander into them.

# **MAP: GALE RUINS 1**



# LEGEND

N.	Monster Group		Treasure Chest
(A)	Action Point	0	Ladder
	Secret Door	<b>S</b>	Тгар
	Sound Bite	*	Carro

You find the Geo Gate here. This is the only Geo Gate in Gale Ruins 1, so if you want to return to Locca, now is the time.

This room contains traps similar to those you encountered in the first room of the Gale Ruins. Be careful of running under the garbage droppers—the three monster groups here are

# VERSUS BOOKS

enough of a challenge. This room also contains mushrooms, which you can destroy for items, monsters, and healing.

You've got two choices of where to go in this hangar. First, go through the door at the iar end of the room. Follow the narrow corridor to the end. You end up on a small platform with a huge block. Push the block, which cuts off one of the light beams guarding the item in the center of the room. Return to the hangar and go through the door on the side wall, then return to the central room. You're on the opposite side from where you were last time.

The first Gale Ruins Carro appears front of the door out of the sangar.



There are four blocks like this. Push of them to reveal an access panel that will grant you a Book or another powerful item.

6 Run through this door next.
The corridor beyond has
are light traps, but this time,
are are many of them, and
ary are spinning. Zig-zag
arough the hallway to the
at the far end.

There is a platform in the middle of the room, and three spokes of different heights leading up to it. Walk to the center, activate the button, and the spokes will begin turning. You want to go through the door just counterclockwise from where you entered. Stop the spinning spokes by pressing the button again. To access the doorway, you must stop the platform when the middle spoke is facing the door. This takes a little practice. Follow the hallway to the platform at the end, and push the block here in front of another light beam. Return to the spoke room and activate the central button. Again, go one door counterclockwise, stopping the spokes here when the highest one is facing the door. Follow this corridor and push the third block over the third light beam. Once again, return to the spoke room. Go two doors to the left this time, back to where you first entered this room. To do so, you'll have to stop the lowest spoke facing this door. Go back to the large central room and through the door to your left.



This room can be confusing.
Pressing the central button causes
the spokes to spin. Pressing the button again stops them, allowing you
to reach one of the other hallways.

There's one beam remaining here, but you can't get to it. On the right side of the room, climb a short ladder. Push the final block here to cut off the last beam. Climb down and access the control panel on the back wall to disable the central light beam. Claim the Book or the Mana Egg here as your prize for completing this puzzle.

You can access these two 9 side rooms by using the spokes. The top path leads to Sound Bite B2, and the bottom path takes you to a Book and another item, usually Medicinal Herb or something similar. Return to the spoke room and go through the only door you haven't yet, directly across from where you first entered. This takes you outside. The area outside is nothing more than a plateau with a ladder at the far end. Climb the ladder to reach the next area of the Gale Ruins.



There's nothing out here except a ladder that leads up to the next section of the Gale Ruins.



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# **GALE RUINS 2**



You start here. There's nothing around at the moment, so step onto the moving platform next to you, and activate it. This takes you all the way across the map, giving you a look at what is to come.



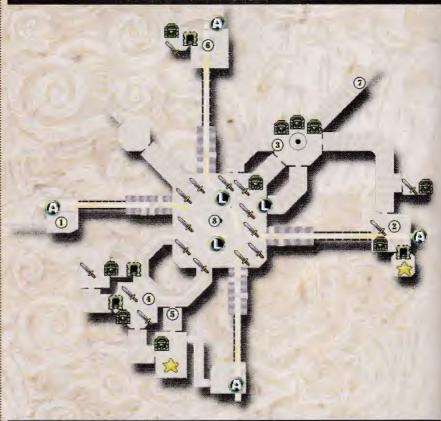
The moving platform is perfectly safe. Stand on it to be carried across the central area. You can get a look at what lies ahead as you travel.

The platform leads you here. If you step out to the south, you'll find a secret room, although there's nothing there right now. Fight the monsters on



Using the moving platforms allows you to avoid most of the combat on the ground. If you aren't prepared for a lot of tough battles, this is the way to go.

# MAP: GALE RUINS 2



# LEGEND

1	Monster Group		Treasure Chest	
<b>(A)</b>	Action Point	(L)	Ladder	
	Secret Door	*	Carro	

the other side of the platform, then head through the door. The room to the right in the next corridor holds a monster group and an item. Continue down the hallway to the room at the end, which contains a Mana Egg and possibly a couple of items.

Gale Ruins Carro 4 appears in the small secret room on the other side of the moving platform.

There are two doors in this room. The one on the left leads to the ground floor of the next area, which contains almost a dozen monster groups. If you go through the right door, you'll emerge on a small platform. From there, you can see a moving platform rotating around the central pillar. Step onto it and ride it. When you find another moving platform, step onto it and ride it into the side corridor.

From the second moving platform, open the secret door before the first ledge. Stay on the platform and continue around and step off on the ledge you revealed. Walk to the end and get the chest. Get back on the platform and step off onto the third ledge. Explore this area to find a few valuable items and a couple of monster groups to fight. The secret door in the north leads to a room under the treasare chest you got from the first ledge-there's nothing else here but creatures to battle. Return to the moving platform, again moving one ledge to the right.

The second Gale Ruins Carro appears in the small room on the left, on the first platform.

Step off on this ledge from the moving platform. Follow the hallway to the end. You will find another large moving platform here. Stand on it and activate it to travel to the north end of the map.

The moving platform takes you here. Step off to the left and search the wall for a secret door. There should be a monster group and an item here. Walk across the moving platform to the other side, and go through the exit to your left. This takes you to the outside again. Walk to the right, and return to the Gale Ruins.

You re-enter the Gale Ruins here. Follow the hallway around the elevator in the next room, and continue through to the far side. Activate the switch here to turn on the elevator. Walk back to it and take it down to the area 3 on the map. Return to the central room.



This elevator takes you back down to the lower area.

You've also activated the elevator in the center of this platform. Walk onto it to activate it, and ride it up. At the top are some chests to one side. Get them, then cross to the other side and leave through the door. This takes you toward the Bone Mantis boss. Follow the path outside, and climb the ladders at the end. You reach a high plateau. There's nothing here now except Sound Bite B3, although a Geo Gate appears here after you kill the Mantis. Run down the slope back into the building, and follow the path ahead of you to reach the boss.

The fifth and final Gale Ruins Carro appears on the plateau next to the ramp leading to the Bone Mantis.



## SHATTERING THE BONE MANTIS



You'll need spells and good physical attacks to defeat the Bone Mantis's arms.



You can take down the left arm with physical attacks. It's the easier of the two, so go for it first.



Canceling attacks is critical. Even if you aren't doing a lot of damage, you need to stop the Bone Mantis's strikes.

The Bone Mantis is difficult to defeat, mainly because you must handle its arms differently. The left arm is virtually immune to magical attacks, but is vulnerable to physical ones. The right arm is the opposite, vulnerable to magic and almost impervious to physical attacks. As with other multi-part bosses, the easiest way to win is to defeat the smaller parts first.

At this point, you may not have enough spells to go after the right arm consistently. Don't worry about this. Instead, use critical attacks against it and the main body, and concentrate your moves and other attacks on the left arm. This is the easiest arm to get rid of simply because any of your characters can perform physical attacks. Most of the Bone Mantis's special attacks are spells, and it loves to cast Shhh!, Fiora, and Snooze, so be prepared to cure their effects often. You can get by without curing Shhh! and Fiora, but you'll want to use Torte's Reedpipe to wake up sleepers as soon as possible. Also watch out for the Mist Blast attack, which does considerable damage and can paralyze anyone it hits.

When the left arm falls off, concentrate on the right arm. Your characters with good offensive spells should hammer this arm while the others hang back and use critical attacks to stop both the arm and the body from getting off spells. The Bone Mantis is immune to Wind spells, so Howl, Howlnado and the like are useless here. Fire, Bomb, and Bolt spells do pretty well against it. Hellburner is particularly effective against the right arm. Spells with area effects have the benefit of damaging the arm and shaving a bit off the Bone Mantis's main body as well, making these good choices.

If you want, you can ignore the right arm for the most part, and concentrate your attacks on the main body. This is a little tougher because

you'll have to keep canceling two attacks at a time, and the main body has a lot of HP. Still, if you aren't prepared on the magic front, this is a good way to go—once the body dies, the whole beast is defeated. Keep in mind, though, that doing this means you won't get as much money, since you will not collect what was stored in the right arm. This battle is much easier if you return here later, simply because you have more powerful Mana Eggs, and thus stronger spells to use.



With both of its arms gone, the Bone Mantis is a much easier kill.

# THE AFTERMATH OF THE GALE RUINS

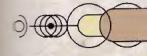
Once the Bone Mantis is dead, cross the bridge and enter the Spiritual Atrium. This one is set up exactly like the others you've found. Cross over to the other ramp and get the Slab on the far side. Once you have it, you can leave. You'll have to, because the entire building starts shaking. Run past where you fought the Bone Mantis, and go back outside.

It appears that removing this Slab has dire consequences for the Gale Ruins. Your party rushes out, only to find the exit blocked. Fortunately, Lieutenant Diene arrives and lowers a rope ladder to you.



Removing the Slab causes the Ruin to shake apart. Fortunately, there's a rescue mission on the way.

The Elemental Disorder has been stopped. Even Colonel Kroitz seems pleased with what you've done. Specto claims the last of the Elemental Slabs from you, and he and the Colonel drive off. You'll have a chance to save your game once the Colonel leaves.



# LUTINA'S CAPTURE



# LUTINA AND THE ARCADIA SOLDIERS

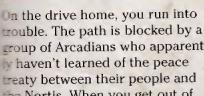


Arcadia Soldier Average HP: 2,275



Lutina (Boss)

HP: 3.788



croup of Arcadians who apparentthe Nortis. When you get out of the truck to investigate, boulders



Looks like trouble! You've got nore fighting to do before you reach Locca.

and logs fall to block your path. You'll have to continue on foot. A group of Arcadia Soldiers attacks immediately.

When the first battle is over, follow the path ahead. It's the only way to go at this point. You'll



Lutina waits for you at the top of the hill. To get back to town, you'll have to take her down.

be attacked by Arcadia Soldiers twice more as you climb up the hill to confront the leader of this enemy group. Make sure your characters have some of their special moves charged up for the last battle.

At the top, you confront Lutina. She's not happy with the Nortis, and isn't aware that you've stopped the Elemental Disorder. To clam her down, you'll have to defeat her and her bodyguards. To defeat Lutina, you need to keep her off balance. She's hard to hit with physical attacks, so attack her with special moves and spells. Her most dangerous move is the Spider Net, which can paralyze your entire party. Get in critical strikes against her so she can't get the Spider Net to work on you. Even if you take Lutina down early, you'll still have to defeat all of her bodyguards.

Once the battle is over, you talk to Lutina. There's no excuse for her attacking you. You take her back to Locca as a prisoner. But before you can leave, a huge event takes place at Locca. A massive creature descends from above. It appears that Kroitz and

Specto have not been as con-

cerned with destroying the



Things are happening back in Locca. Does this mean that everything you've done has been for Kroitz's gain?

Elemental Disorder as they appeared. They've used the Slabs to increase their own power!

When you return to Locca, you can't get in. Go to Starry Park and speak with the guards by the tank at the far end. Return to Locca, and you can get back inside. Save your position.

All of the people in Locca are packing up and preparing to leave the village. You won't be able to convert your Vellums into skills, nor combine Mana Eggs. You can't even buy or sell items. In fact, the only thing you can do is get items for storage or put away new items. If you stop by the Diner, you'll run into Brandol, Myam, and Ulk. Ulk suggests that you talk to Diene at the Command Post.

When you get there, you hear a ruckus inside. Lutina has Diene

at knife-point. Kroitz has begun an operation to locate a new Ruin and gain more power for the army. Everyone has been deceived, and your team is breaking apart. Diene asks you to come with her to Escarre to discover what is going on at the army facility there. With nowhere else to go, you agree to help her.



Things are tense back at the Command Post. Only quick action will save Diene.

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# A QUICK TRIP TO ESCARRE

Once in Escarre, go to the Military Base by entering downtown and taking the turn off the main road. Diene will bluff the guard to get you into the base. Have her talk to the guard inside the Barracks to determine Kroitz's plan. You can also investigate the lab on the other side of the compound to get a look at one of the Elemental Beasts. When you are finished, return to Locca. Lutina agrees to join your team. You'll be able to access the stores in town again, and there are new items to purchase in the Item Shop.

You have a choice: You can continue forward with your mission, or you can revisit all of the previous Ruins. It's a good idea to do this for several reasons. First, you can locate additional Sound Bites and Carros, which you can use to play the mini-game in the park with the musicians. You'll also encounter some new, tougher creatures, so you can raise your characters' levels dramatically before taking on the next part of the game. Furthermore, returning to the Ruins gives you the chance to acquire more Mana Eggs, Skill Books, and Vellums so your team will be better prepared for what lies ahead.



Lutina and the townspeople agree to help you. Even better, you have a way to investigate further.

If you decide to go back to the Elemental Ruins, you'll have to do each one from the beginning—the Geo Gates have stopped working. You can reactivate them when you find them, and once you have used them, they'll work normally again.



# STARRY CORRIDOR



When you are ready to continue pursuing Kroitz and Specto, you'll need to find a way to investigate where they are headed. The townspeople in Locca have pro-



Push this green boulder aside to clear the way to the Starry Corridor.

vided you with a clue. In Starry Park, there is a large, green rock that blocks the way to the rear area of the park. If you can move the block, you'll be able to investigate further. The rock itself is pretty obvious. When you reach it, push it back to open the path. Follow the path all the way to the end, and walk down the slope to reach the huge hole in the ground.

Investigate the pedestal. It appears that Specto and Kroitz used the four Elemental Slabs you got for them to open up this deep corridor. Collect the Slabs and walk down the ladder, From this

point forward, there's no going back. Once you reach the first level of Starry Corridor, you can only go forward and farther down until you reach the fifth level.



Get the Slabs from the pedestal, then go down the ladder to continue your adventure.

# **CREATURES OF THE STARRY CORRIDOR LEVELS 1-4**



# **Brain Bat** Average HP: 500



see page

Crimson Claw

Average HP: 205



Dodo

Average HP: 200



**Frost Frog** 

verage HP: 540



Lizard Soldier

Average HP: 875



see page

Sasquatch

Average HP: 850

Every four levels of Starry Corridor are random. If you return to them later, they'll be diferent every time you go, and your radar map will begin blank an each level.

There are a few important things to look out for when you are wandering Starry Corridor's fallways. Most important is the elevator down to the next level. This looks like a large, square latform with a glowing, red ball the center. Stand on it and actiate the ball to descend to the ext level. Once you go down,

there's no way back up to the previous level. The first four levels have nothing exceptional in them.



Look for the elevators down to the next level. These are the most important things you'll find on any level.

Every fifth level of Starry Corridor is quite different. These levels consist of just a couple of rooms-the room you drop into, a room with a Geo Gate back to Locca, and an elevator down to the next level. Always take the opportunity to return to town and save your position. You can use the Geo Gate in Locca to return to the ones in Starry Corridor.

## **CREATURES OF THE STARRY CORRIDOR LEVELS 6-9**



**Crag Snake** 

see page 10

Average HP: 450



Crimson Claw

Average HP: 225



**Gilled Sarge** 

Average HP: 750



Hammerhead

Average HP: 1,500



Lizard Soldier



Mimic

Average HP: 4,100



see page

**Mottled Spider** 

Average HP: 375



Average HP: 800

After the first five levels, things get a little more difficult in Starry Corridor. Throughout



The steam vents are the only new thing on these four levels. Wait for the steam to release, then run past.

the levels, there are traps in the walls. These square pipes launch red steam, causing a decent amount of damage to your whole party if you wander through. You can generally spot the steam traps by looking carefully. If you notice a red stain on the wall or ground, there's a trap nearby.

The tenth level of Starry Corridor is different from the fifth. The door leading to the elevator to the 11th level is blocked, and there's no way through. To continue, leave through the opening near the

Geo Gate to reach the Illusory Meadow. Pick up Sound Bite B4 near the Geo Gate before you go.



You can't get to the elevator down to the 11th level until you've cleared the Venom Ruins and visited Escarre.

### CREATURES OF THE STARRY CORRIDOR LEVELS 11-14



Chameleon Average HP: 600



**Gilled General** Average HP: 1,150

see page



Gilled Sarge

Average HP: 900



Hammerhead

Average HP: 2,000

see page



**Lucky Mink** 

Average HP: 18



see page

Average HP: 1,200



Sable

Lycanthrope

Average HP: 430



Toader Average HP: 525



# **CREATURES OF THE STARRY CORRIDOR LEVELS 16-19**



see page

**Angry Spirits** Average HP: 1,075

Once you return to the

Lutina, things have changed

again. This time, some of the levels contain doorways that

will not open until you acti-

vate four panels on a level. To

Starry Corridor after you

investigate Escarre with



**Giant Caterpillar** Average HP: 1,100



Gilled General

Average HP: 1,375



Mimic Average HP: 5,000



**Phoenix** 

Average HP: 575

see page

activate the panels, you need only step on them; once you have found all four, you can open the main door. You'll find plenty of useful items behind these main doors, and at times, the elevator down will be behind them.



Toader

Average HP: 550



**Veti** 

Average HP: 1,400



Activate the four floor panels to gain entrance to the colored doorways.

# **CREATURES OF THE STARRY CORRIDOR LEVELS 21-24**



# **Death Doberman**

Average HP: 2,000

Average HP: 750

**Giant Mantis** 

see page



Phoenix

Average HP: 800



## **Rock Golem**

Average HP: 1675



Sable

Average HP: 650

the red-steam vents are still here). The green vents do less damage than the red ones, but they disorient you for a few seconds.



# **Thorny Anchor**

Average HP: 925



Yeti

Average HP: 1,800



Green-steam traps are the newest addition to the Starry Corridor.

# Things have changed again when you return to Starry Corridor after completing the Darkness Ruins. The new addition is steam vents that release green steam (and yes,

Plethodon

Sable

Average HP: 1,500

Average HP: 650

see page

# **CREATURES OF THE STARRY CORRIDOR LEVELS 26-29**



Bigfoot Average HP: 2,150



Dark Raven Average HP: 410

see page



see page

Death Doberman

Average HP: 2.000



**Giant Mantis** 

Average HP: 800



Minotaur

Average HP: 4,200

see page 15



Finally, an end to Starry Corridor. You don't have to return here, but

you can if you really want to.

Not much changes here except for the creatures you face on the last levels of Starry Corridor. The mazes get a little bit bigger, and the battles are tougher, but the corridors themselves don't change much. Once you reach level

30, you've made it all the way through the Starry Corridor, and get to head to the Light Ruins. You're getting very close to Evol and Kroitz now.

# THE ILLUSORY MEADOW AND THE VENOM RUINS

Once you reach the 10th level of the Starry Corridor, there's no way to continue down. You

must take the path that leads away from the Geo Gate. This will take you to the Illusory

Meadow, and through that to the Venom Ruins.

# CREATURES OF THE ILLUSORY MEADOW AND VENOM RUINS



**Angry Spirits** 

Average HP: 850



see page

Chameleon

Average HP: 410



Average HP: 240





**Giant Caterpillar** 

Dodo

Average HP: 875



**Land Cougar** 

verage HP: 825

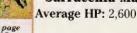


see page

Lycanthrope Average HP: 1,025



Sarracenia Mantis





**Volt Beast (boss)** 

Horn HP: 6.178 Right Claw HP: 9.578 Left Claw HP: 9.578 Body HP: 15,978





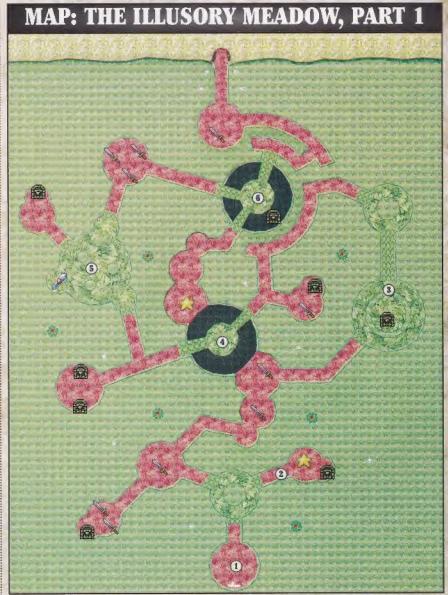


You start your journey in the Illusory Meadow here. Walk forward and bear left in the next clearing. Get the chests from the passage on the left, then walk down the right passage to the hill. You can't go up the hill, so walk through to the right.



The Illusory Meadow looks like a peaceful place, but it's anything but.

- The Carros in the Illusory Meadow and those in the Venom Ruins are in the same group. The first of the Carros is ocated here.
- It's easy to miss the treasure chest in this round clearing. The entrance to get it is right next to the exit to continue on your path. Grab the chest, then head out north through the exit, and up to the next clearing. Walk around the hill here to the left, and continue down the cleared passage. Keep your eyes open here, because creatures crash through the bushes as you continue.
- At the top of the hill, you can get a look at the ground you still have to cover. This is the same hill you couldn't walk over earlier. Head straight across it to the far side, and take the first right-hand passage you come to.





This clearing holds Sound
Bite CI. Get it, then continue
through the opening to your
right. As you enter the next clearing, three monster groups attack,
so walk forward carefully and
take them on.

Beyond the three groups of Lycanthropes, you come to the top of another hill. Take the left passage, and follow it to the end to find the next section of the Illusory Meadow.

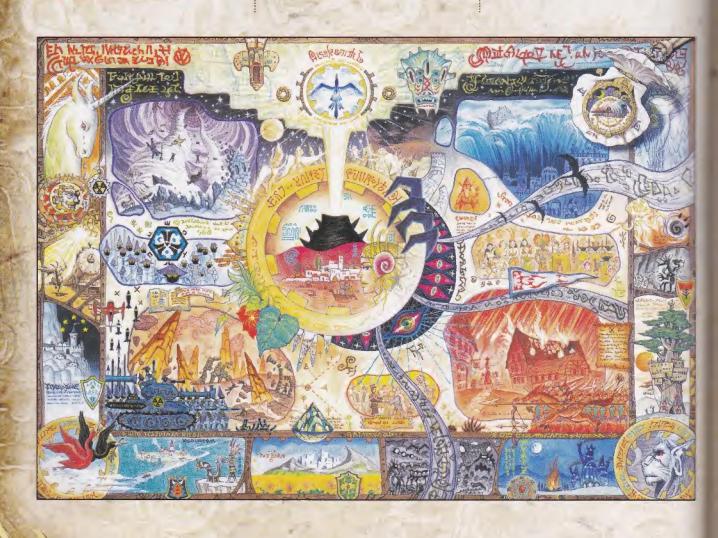
Down the right passage, find the third Carro for this area.



Monster groups crash through the hedge to attack. If you aren't paying attention, they'll get the drop on you.



When you enter this clearing, three monster groups charge and attack. You might sneak past one, but you'll probably have to fight them all.





# THE ILLUSORY MEADOW, PART 2

You start the second section of the Illusory Meadow here. The path to the center is very straightforward. Follow the path to the right, claiming the chests in the next area before continuing. Take the first left to get a look at what awaits you in the middle.

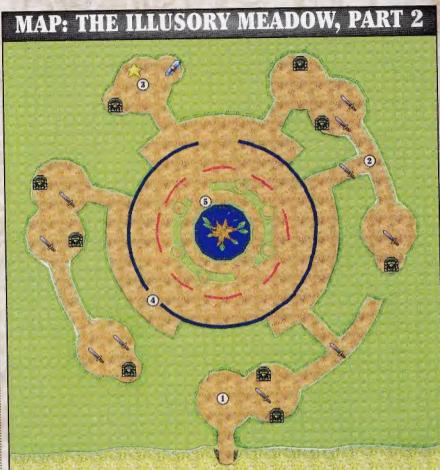
Pollow along the wall and go right, back to the outside. When you come to a T intersection, go right first and get the item in the back of the clearing. Turn around and take the other path. As you approach the clearing, two huge monsters appear. You have to battle your way through them to make it to the center and the Venom Ruins.



The massive creature ahead of you s the Sarracenia Mantis. It's tough, and worth lots of experience.

Before entering the center, check out this small clearing. You'll find Sound Bite C2 and a book. You will also find the fourth carro for this area here.

You can go right to the Venom Ruins, but you can also check out this side passage. There are a few more treasure chests and monsters here. To get to the side passage, run across the central area. When you are mished, return to the middle.











The purple dome leads to the Venom Ruins, where you hope more clues to Quanlee and Evol await.

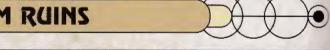
The entrance to the Venom Ruins is here. Walk up to the door and head inside. When you get there, you find Kroitz and Specto standing by a pedestal. The door into the Venom Ruins will not open for them, mainly because you took the four Elemental Slabs before going into Starry Corridor. Wait for them to leave, then activate the Geo Gate and return to Locca. If you wish, you can enter the Venom Ruins now.



You've foiled Kroitz for now. Still, you need to find out what's inside those Ruins.

# ) (()

# THE VENOM RUINS



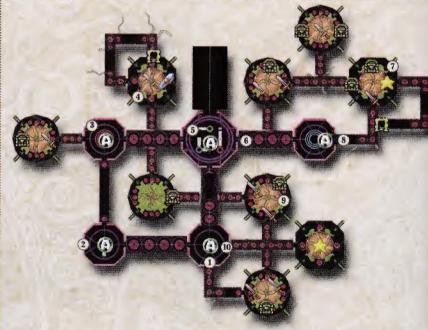
Walk forward into the chamber here. There's a huge green gun on the floor pointing down the right corridor. Go where the gun points. There's nothing down the left corridor.

In this room, you find a huge green crystal on a pedestal. Push the pedestal to the green circles on the floor (it's the only place you can push it). Run back to the gun and fire it. This lights up the green crystal, opening the door to the lower level. Return to the green crystal and take the stairs down.



Move the green pedestal onto the green circles, then shoot it with the giant green gun.

# **MAP: THE VENOM RUINS**



# LEGEND



NIN

CHARACTER

CREATURES

SPELLS

MOVES

**METHROUGH** 

You enter the lower floor here. There's a red gun in the center of the chamber, but like the green gun above you, it doesn't have a target at the moment. Go down the hallway toward where the gun is pointing. The two side doors in the hall open as you pass them.

The back wall of this chamber is actually a secret door. Open it and go down the stairs to a similar chamber below. In the back of this room, find Sound Bite C3.

This room has three more of the crystal pedestals like the one on the floor above. For now, push the red crystal pedestal toward the red circles, but not onto them. It should stop in the middle of the room, right in line with the gun. Push the green pedestal onto the green circles. Finally, push the blue pedestal onto the blue circles. Go back and fire the red gun to activate the red crystal, then return to this room. Now that it's active, push the red crystal onto the red circles. Go back to the blue pedestal and push it into the middle of the room so that if you fired the red gun again, it would hit this pedestal.



The central chamber has three of the crystal-and-pedestal setups. To find the Volt Beast, you must actirate all three.

6 Go through the farthest door from the blue pedestal, on a straight line away from the red

gun. A door opens on your left in the hallway. Go through the door and enter the chamber beyond. Continue through the doorway on the right. You can ignore the chamber to your left.

When you leave this room, look on the left wall of the hallway. There's a secret door here. Follow it down the stairs to a lower chamber in which you find a chest, often containing a Mana Egg. When you are finished, continue down the hallway to the next room. The fifth Carro also appears in this secret room.



Open the secret door and check out the lower level before you continue.

Press the button on the pedestal here to raise the blue gun from the lower level. Return to the room with the three crystals. When you get to the hallway that takes you to that room, go left instead of right. This takes you to the blue gun. Fire the blue gun, then return to the crystal room. Push the blue pedestal onto the blue circles. Go through the doorway you haven't yet gone through—between the red and blue crystals.

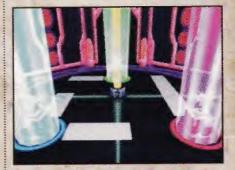
Once again, a pair of doors open in the hall. Ignore the one on your right (left on the map), and go through the other one to reach this room. Follow the corridor to the right through another, similar chamber. Go right again to find a pedestal like

the one near the blue gun. There is a short hallway to your left as you move toward the pedestal. You will find the second Carro for the Illusory Meadow and the Venom Ruins in this chamber.



Use the pedestal to lower the green gun. With the green crystal activated, you'll be able to reach the Volt Beast.

Press the button on the pedestal. This lowers the green gun from the floor above you (you are, in fact, directly under that room). Return all the way back toward the crystal room. When you reach the hallway that leads to it, go left and fire the green gun. Return to the crystal room and push the green pedestal onto the green circles. This raises a pedestal in the middle of the room. Activate this to reveal a large hidden door that leads to the Red Quartz Throne and the Volt Beast.



With all three crystals activated, the door to the Red Quartz Throne is open.

## GROUNDING THE VOLT BEAST



The Volt Beast has four body parts instead of just three. This makes him a little tougher than other bosses.



Critical strikes on the various body parts are the best way to keep the Volt Beast's many attacks from striking.



When upright, the Volt Beast is almost totally immune to elemental effects.

In the Red Quartz Throne, you find something unusual. At the top of a staircase is the outline of a huge creature, but there's no battle here! Turn around to leave, though, and the beast comes to life. As you try to run, the beast leaps, landing in front of you. It looks like you'll have a confrontation with the Volt Beast after all.

The Volt Beast has a body and two claws, like most of the other bosses you've faced. However, it also has a horn, which makes it more problematic than previous beasts. Now, instead of focusing two characters on one body part, you must cancel four while trying to constantly damage one in particular to get rid of it. The horn is the easiest one to go for because it has the fewest HP. However, characters with ranged attacks, especially ranged critical attacks (Lutina, Titto, and Myam in particular), have a tough time targeting the horn—their shots often hit other body parts.

The Volt Beast's favorite tactic is its Metamorphosis. When it uses this, it changes from walking on two legs to walking on four. When upright, the Volt Beast is vulnerable to physical attacks, but takes almost no damage from elemental spells and special moves. When on all fours, this is reversed—the Volt Beast is all but impervious to physical attacks, but takes damage from elemental ones.

Your strategy should revolve around this. When the Beast is upright, use physical attacks to both cancel its moves and damage it. When the Volt Beast is on all fours, use area-effect spells to damage everything at once. Don't be afraid to use critical attacks to cancel its effects, even if your attacks aren't doing any damage. Stopping its many attacks is just as important as wearing it down.

The Volt Beast is spell-heavy, but it does have a few dangerous special attacks. Its Circle Slicer can strip off a few hundred HP from multi-

ple characters. The Terra Vortex attack causes both damage and paralysis, while the Gust Bazooka simply damages a single character. The most serious effect, Cosmic Dawn, is usually reserved for times when the Volt Beast is starting to wear down. This effect causes hundreds of points of damage to everyone.

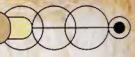
As with other bosses, work on one piece at a time, limiting the creature's number of attacks. It's a war of attrition, but with patience and diligence, it's one you can win.



When the Volt Beast is on all fours, hit it with spells and any special moves that have elemental effects. Area spells damage all four parts at once.



# THE VENOM RUINS AFTERMATH



## KROITZ'S GUARDS



Kroitz Guard Average HP: 1,651

see page 13

When the Volt Beast is dead, run back up the steps and into the Spiritual Atrium. This one is set up the same way as the others, but it looks different. The biggest difference is in the Slab, which is on the ground near the door at the top of the ramp. Get it, and you discover something disturbing—the picture on the Slab is of a building in Escarre! It looks like it's time for more investigative work.



The Spiritual Atrium looks similar to thers, but the Slab you find has some disturbing artwork on it.

When you are finished in the spiritual Atrium, you must retrace your steps to the entrance of the Venom Ruins. Run chrough where you fought the olt Beast, and back to the crystal chamber. From here, go right to the red gun, then left up the stairs to the top floor. Return to where the green gun was, and eave through the side passage.

When you leave the Venom Ruins, Colonel Kroitz confronts you! He and his troops block your exit. Kroitz demands the Slab. Rather than just hand it over, you throw it, and the Soldiers run after it. In the confusion, you and the party run to the Geo Gate and escape to Locca.



Kroitz is waiting for you when you leave. You'll have to turn over the four Elemental Slabs to him.

Back in Locca, you've got your work cut out for you. You must find a way to sneak into the army facility in Escarre. In the Armory, choose to rest instead of depart immediately, because this will give you a chance to save your game. Go into Locca and take care of business. Also, reorganize your team, making sure that Lutina has a full complement of Mana Eggs, Skill Books, and skills.

When you go to the train, Lutina arrives and insists on going with you. She won't take no for an answer, so let her come along. When you arrive in Escarre, go downtown and head to the Army Base. To get in, you use the bluff that Diene did when she brought you here. Using the same "code name" and making one up for Lutina fools the guard, gaining you entrance to the base.



Lutina insists on going to Escarre with you. You'll need her assistance to find out what Specto and Kroitz are planning.

The only thing to see is in the building at the back of the facility, and it's locked. While you stand guard, Lutina picks the lock so the two of you can investigate. No sooner do you break in than three of Kroitz's best Soldiers attack! This isn't a tough fight, and you should get through with no trouble.

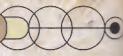
When the battle is over, climb the stairs at the back, and get a look at the mural. When you're finished here, check out Specto's notes. Go back to Locca when you are finished. It's time to return to Starry Corridor and complete the next 10 levels.



Now you have proof that Kroitz and Specto are hiding something. It's time to return to Starry Corridor.



# THE DARKNESS RUINS



When you reach the 20th level of Starry Corridor, you again reach an impasse. There's no way to

continue in the corridor. As with the 10th level of Starry Corridor, a side passage leads to a new

Ruins. Follow this to reach the Darkness Ruins, which begins at the Ancient Factory.

# CREATURES OF THE DARKNESS RUINS



Bigfoot

see page

Average HP: 1,475



Calibus

Average HP: 4,600



**Dark Raven** 

Average HP: 275



see page

**Rock Golem** 

Average HP: 1,200



Satan Saber

Average HP: 850





Star Mirage

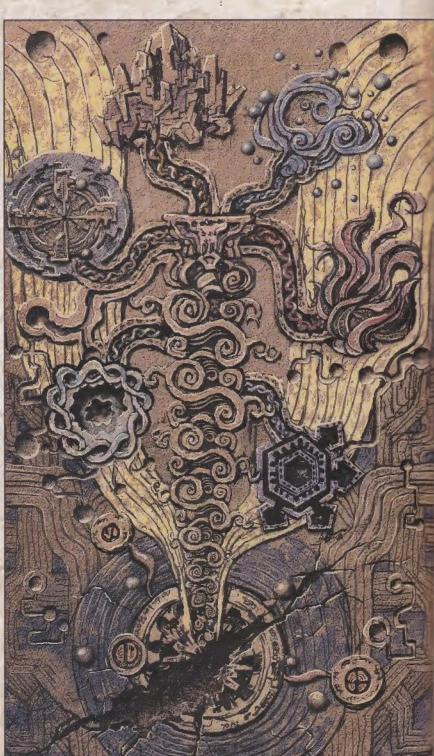
Average HP: 1,000



Zenothlee (Boss)

see page









# THE ANCIENT FACTORY



You start here in the Ancient Factory. Walk forward onto the main platform. It looks like there's a huge area you can explore, but giant pieces of machinery block you from going too far. You can investigate the small catwalk on the right to reach the item at the end, but from there, there's no way north.

The only way off the first part of the platform is by the bridge here. This bridge leads to a broken pipe. You can investigate to the left if you wish, but there's not a lot there besides a chest and a monster group. Head to the right instead. If you do explore to the left, you can walk up on the curved pipe and jump to the main platform near your starting location.



Use the broken pipe to move to different platforms.

The pipe dumps you off onto this platform. Cross it to the ther side, and climb the unusual adder to reach the catwalk above you. Follow this to the next platform, and climb down the ladder to the main platform. You're now in the opposite side from where you started.

Walk under the arch to the right side of the platform.
Walk around the second arch to

# MAP: THE ANCIENT FACTORY



# LEGEND

Monster Group

**Treasure Chest** 

**Action Point** 

**(L)** 

Ladder

your right to reach the central area of the platform and grab the item, which is often a Mana Egg. When you are finished, head for the ladder at the back of this area and climb to the higher platform.

Step onto the elevator here, which drops you to the ground. Before you head down the catwalk on the right side of the map, take the second elevator up, and get the chest on the higher platform above you.



The elevators look unusual, but they work just fine.

Follow the narrow catwalk all the way to the end. Continue walking from platform to platform. You'll pass under where you started in the Ancient Factory.

Make the series of jumps here. Don't worry—you can't miss. With each jump, a group of Satan Sabers attacks. If you walk slowly, they miss and you don't have to fight them. On the far end, cross the catwalk back to the main platform. This time, you're in the top-left area, the one place on the platform you haven't explored yet.



Be careful on this series of jumps. Although you can't miss the jumps and fall to your doom, you will attract the attention of a Satan Saber.

Walk onto the elevator here to descend even farther. You're now on the bottom level of the Ancient Factory, and very close to the exit.

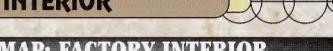
Walk around to the door leading to the Factory Interior. Check out the small pipes here for a few items before you leave.



Enter the dark pipe to reach the Factory Interior.



# **FACTORY INTERIOR**

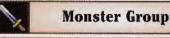


You enter here from the Ancient Factory. Walk down the ramp and activate the Geo Gate to get back to Locca if you wish. When you are ready, run down the spiral ramp to the bottom. Before leaving, go around the platform and grab Sound Bite D5.

This hallway and similar hallways in this area are trapped. To pass them, you must time your moves between the spinning gears—which is much easier than it sounds. As you walk forward into the next area, an elevator platform takes you up to the next level. If you wish, explore the end of the lower hallway for a chest, which often contains a Mana Egg.



# LEGEND





**Treasure Chest** 



**Action Point** 



Trap



**Sound Bite** 

To pass this hallway, time your movements around the blades in the spinning wheels.

Catwalks cross this open area. To get to the other side on the left, you'll have to walk across several times, following the catwalks. After you cross the first time, you must activate a switch to lower the second catwalk, allowing you to continue.

Walk into this octagonal room. Continue following the catwalk around the sphere in the center. Notice the floor below you—you'll eventually cross it from right to left. For now, it doesn't matter if you go left or right—both paths lead to the same place. Leave the octagonal room on the far side, and walk onto the elevator at the end. Explore the left side of the room for a few items, then head right.

This room contains a trio of monster groups and an interesting trap. Periodically, the huge cylinders on the left side of the room launch huge, rolling discs. Move across when the cylinders are closed to avoid being hit. Fortunately, you only need to run past the first one. Look to your right, and go up the ramp to avoid the others and reach the door in the far wall.



This trap looks sort of like the last one, but this time, instead of avoiding the spokes, you must avoid the wheels.

Go through the next room and follow the corridor to the end. If you wish to grab the item near the central room, you'll have to reach it from this corridor— the way is blocked near where you entered. Cross the bottom room to find another room trapped with the spinning cylinders. This time you start on the higher ledge, so you can pass the first two easily.

Past the second trapped room, you return to the octagonal room, this time on the lower floor. Walk around the machinery in the middle to the doorway on the opposite side. The next room is trapped like the last one, but this time there are only two cylinders, and they are on opposite sides of the room.

The setup over here is essentially the same as on the opposite side of the map. Enter the corridor beyond the trapped room, and follow it to the end. Go through the room here to reach the next area. Once again, you can reach the middle room from the corridor and get the item in the hallway beyond if you wish.

Now it's time to use the machinery to your advantage. Move to the small ledge and wait for a cylinder to appear and be loaded up. When it is, step onto it and ride it through the long corridor all the way to the end. You'll automatically jump off onto a catwalk. When you land, climb the ladder.



Jump onto the cylinders when they are loaded with rings. This takes you to the exit.

Go through the tunnel here to reach the Loading Area.





# THE LOADING AREA



You emerge here on the Loading Area. If you step onto the trolley, it will carry you across the level. You can also go down the ramps onto the main level. There's plenty to fight and a number of items to locate all the way around.

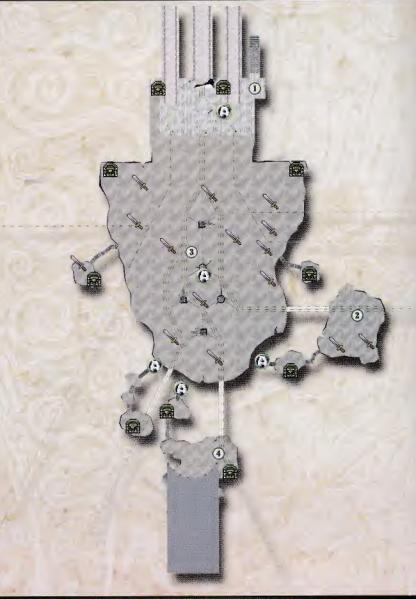
Stepping onto the trolley takes you here. This puts you in a good position to get to the switches in the center of the map.

Flip the switch closest to where you entered, and the other two on a straight line to the distant platform. This changes the route of the trolley to take you where you need to go. Return to where you entered and get back on the trolley.

The trolley drops you off here. Go through the door to reach the Cold Lab and the fight with the boss.



# MAP: THE LOADING AREA



# LEGEND

**Monster Group** 



**Treasure Chest** 



**Action Point** 



Kroitz gloats from above, confident that his rejected beast will finish you off.



Zenothlee has tons of HP, and regenerating crystals that do his bidding.



Crystal Capture pins Ulk to the ground. This temporarily takes out a crystal, but it also reduces your number of active characters by one.

Walk forward to the rising doorway, and go through. Inside, you find one of Kroitz's soldiers barely alive. Speak to him, and he'll tell you a terrifying story of an Elemental Beast that has survived. This factory is building the creatures for Kroitz! Just then, the door closes behind you. Kroitz is here, and he's leaving you to one of his "failures." If you had any doubts about Kroitz's intentions, they should be gone by now, but you don't have time to worry about the Colonel. It's time to battle Zenothlee.

Be prepared for this boss by having at least two Mana Eggs with healing spells—because you will definitely need at least two party members with healing ability. Myam can help here as well. Three floating crystals surround Zenothlee, and they can cast their own spells. These crystals combine to perform devastating attacks such as the Neo-Delta Burst. Also watch out for the Crystal Capture attack, which knocks out one of your players for the next few rounds. The only good thing about this attack is that it also takes that crystal out for a few rounds.

For this battle, equip Mana Eggs that can do massive area damage. Blizzard, Cluster, and Cyclone are extremely effective on this boss. Also use some of your high-end special moves like Evann's Sky Dragon Slash and Jaid's Titan Fist. Because all of your characters' first special moves have a cancel effect, they can be useful for stopping Zenothlee or one of his crystals from getting off an attack. Forget about using Bolt spells or special moves like Evann's Thunder Split—they do not affect Zenothlee.

As with previous boss battles, you must use critical attacks to cancel the boss's spells. Do not worry about trying to take out the crystals—they regenerate in three or four rounds once they have been destroyed,

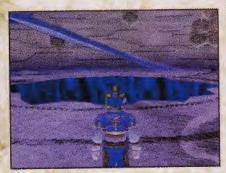
so all the effort you put into destroying them gets erased instantly. Damaging them as a party of your normal attacks is fine, and do use critical hits to stop their special attacks, but unlike other bosses, don't concentrate on knocking them out. Pour as much damage as possible onto Zenothlee. Do not waste your time trying to use combo attacks—they do a negligible amount of damage. If you use your high-level magic and moves that damage more than one enemy at a time, Zenothlee will fall in no time.



Incidental damage to the crystals is fine as long as you are also damaging Zenothlee.

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When you are finished battling Zenothlee, walk to where the beast came from. Take the door on the left, and step onto the



This Spiritual Atrium looks similar to before, but there's no corpse this time.

elevator platform. This takes you up to the Spiritual Atrium. This time, things look a little different. The basic setup is the same, but there's no huge, dead beast in the middle of the room. Also, instead of a Slab, you find a doorway. Go through into Evol's Chamber.

There's much to explore here. Primarily, you want to find the Elemental Slabs, which are on the narrow path to the right. Get these, look around, and when you are ready to leave, press the large red button to return to the Spiritual Atrium. Head back through the Cold

Lab, pass through the rising doorway, and use the Geo Gate to return to Locca. Once again. it's time for the Starry Corridor.



Once again, the Elemental Slabs fall into your possession. Head back to Locca.

# THE GROUND CHASM AND THE LIGHT RUINS

Your journey has brought you far, but you've still got a way to go. You're finally finished with Starry

Corridor, but things only get more complicated and more difficult. Your next challenge is the first of

the Ground Chasms, which you reach from the 30th floor of Starry Corridor.

# CREATURES OF THE GROUND CHASM AND THE LIGHT RUINS



**Armored Slime** Average HP: 5,750



**Big Devil** Average HP: 3,325



Dark Raven Average HP: 425

see page

Dragonoid

Average HP: 1,825



**Falcon Devil** Average HP: 1,050



**Flame Toad** Average HP: 1,300



Flare Ogre Average HP: 1,950



**Merman Warrior** 



Average HP: 1,750



Average HP: 7,000 see page



Satan Saber Average HP: 1,150

Mimic





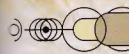
**Thunder Dragon** Average HP: 2,975



Winged Brain Average HP: 850

see page





# **GROUND CHASM 1**



You arrive here from the bottom level of the Starry
Corridor. The green discs in front of you look a little odd, but they are your main method of transportation. Step onto the closest one, and it will move you horizontally to the nearby stone ledge. Follow this around, fighting through the creatures that attack. You can use the discs a little way down to grab the chest off the spire of land.



The green discs move you from place to place. Often, they're the only way to get where you need to go.

You have a choice at this intersection. Go right (left on the map) for a chest, then take the other path. Don't worry—it's tough to get lost here. Taking a wrong turn just takes you back to the start.

Once again, you have a choice. The left branch is a dead end, but worth exploring for the chests it holds. Follow the right fork when you are ready to continue toward the next area. If you are careful, you can pick your way around without encountering too many monster groups.

# MAP: GROUND CHASM 1



# LEGEND

**Monster Group** 



**Treasure Chest** 



This area only *looks* complicated. The path is easy to follow, since you can't leave the main ledges.

On this platform, you can again explore in two directions. Check the left branch for a chest on another spire of land. Go

to the right to continue forward. It's difficult to get around the monster groups here, so prepare for battle.

From this point, you first see the entrance to the Light Ruins. Again, there's no good way to avoid combat here.

This platform has two green discs that travel away from it. Go straight for an extra treasure chest, and go to the right to reach the first area of the Light Ruins. Walk onto the elevator at the end, and let it carry you up to your destination.

# 9 ( )

# LIGHT RUINS INTERIOR 1



You enter here from the Ground Chasm. The hallways here are brightly lit and easy to see your way through. The paths through this Light Ruin (and all the Light Ruins) is very easy to see.

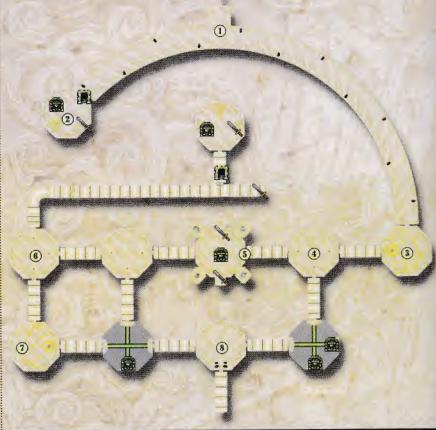
Before heading down the main path, check out this side chamber. Walk in and go up the stairs at the back. Activate the switch, which lowers one of the chambers on the side and raises the other. The chamber you lower has an item on top of it, which you can now reach. The one you raise releases a monster group.



Press the button to get the item, but be warned—you'll have to fight for it.

This room is filled with small crystal tubes. These are just like the mushrooms and oysters from the Elemental Ruins. Smash them to get the items inside. Some damage your party, and others contain monster groups. The one you are looking for holds a large crystal. When you get this, activate it to lower an elevator. Use the elevator to go up to the next floor.

# **MAP: LIGHT RUINS INTERIOR 1**



# NECHONIII

Monster Group



**Treasure Chest** 



**Secret Door** 



This crystal calls down an elevator.

This room contains three small pedestals, each controlling the door it is near. Press the one in the south end of the room and follow the path it reveals to find an item. Return to this room, and open the door on the west wall to continue.



Looks like curiosity might kill the adventuring party!

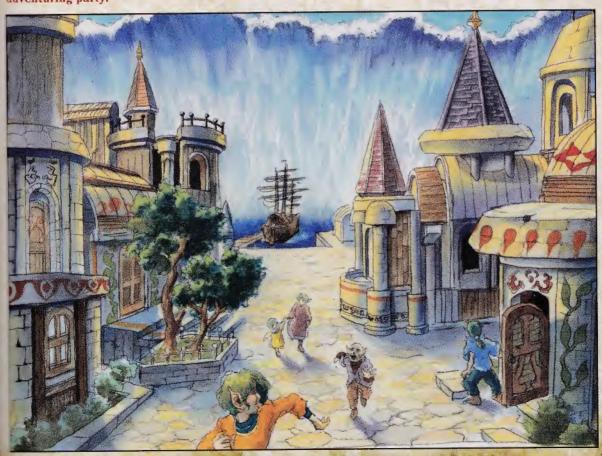
This is an interesting area. 6 Go through the north door-the one on your right when you enter. As you turn the corner in the hallway, the chest you see suddenly backs up, getting very far away from you. Follow it, and it backs up again. When you near it for the third time, it proves to be a trap: a Mimic. Fight it, then look for the hidden door in the northern part of the hallway. It's similar to room 2 on the map. Activating the button forces you to fight a monster group, but rewards you with an item.

Another room filled with small crystal pedestals. As in room 3, smash them all. Find the crystal to gain access to the elevator so you can continue.



Smash all the crystals here to continue. You can expect three to five good fights if you break all of the crystals. If you don't want to fight, just break the ones near where the elevator appears.

The door in the south here leads to the next area of the Light Ruins. As with other rooms in this area, you can go through the other door and follow the catwalk it leads to for a bonus item before leaving.



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# LIGHT RUINS INTERIOR 2



You enter here from the first area of the Light Ruins.
There's a Geo Gate here, which you can use to return to Locca.
This is the only Geo Gate in this area, so it's a good idea to take advantage of it. Walk forward when you are ready. The monsters in this area only attack in the elevators, so you've got nothing to worry about.

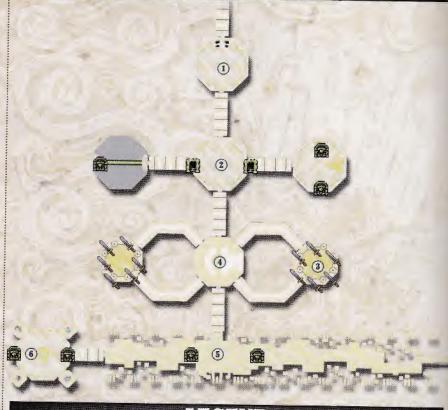
Here's another room with small crystal pedestals.
Destroy them all, but do so in a specific order. As you walk into the room, smash the first one to your left, then break them all going counterclockwise. When you smash the last one, a secret door opens, leading to a pair of treasures. You can open the tough-to-see door directly opposite the secret door at any time. Head south when you are finished, and take the hallway to the left.



Start with the crystal to the left of the one directly in front of you, and move counterclockwise to find the secret door.

This elevator activates when you step into it. As you descend, six groups of monsters attack. When you defeat the last one, you reach the bottom of the elevator shaft. Step out and

# **MAP: LIGHT RUINS INTERIOR 2**



# LEGEND

Monster Group



**Treasure Chest** 



Secret Door

head to the next elevator. As you descend, six more monster groups attack.

Step on the elevator here to go back up to the Geo Gate. When you are ready, go back to this elevator and return to the bottom.

Step off to the south, and head to the next room. The elevator soon descends for you. Use this chance to check the side areas for chests.

Explore the room when you get off the last elevator. You'll find several good items here. When you are finished, run past the elevator and follow the hallway all the way to the end to find the entrance to the second Ground Chasm.



You enter here from the section. This looks like a much darker version of the first Ground Chasm. Again, it's tough to get lost here.

The catwalk ahead of you branches off. Go straight to find a couple of items. Heading right takes you farther toward your destination.



It's hard to get lost when you only have a narrow catwalk to travel on.

Explore to the right for a chest, then take the ladder to continue on the path.

Here you have a choice. If you want to avoid fighting, use the discs to travel from place to place. The arrow traps flying across the chasm will damage you if they strike you, and they can knock you off the discs and down to the ground (and mon-



You'll likely take some damage from the purple arrows as you travel past.

MAP: GROUND CHASM 2

# LEGEND Monster Group Treasure Chest Trap

sters). If you don't want to worry about this and don't mind fighting, climb down one of the ladders and clear the large ground area.

When you reach this platform, use the left disc to reach a couple of treasures. The right disc takes you farther in your journey.

You don't have a choice this time—you must use the discs to continue. This time, the arrow traps are a little different—they fire directly at you. To avoid them, move from side to side on the disc. If you are knocked off, use a ladder to reach the first platform and try again.

Follow the winding path to the exit. This takes you to the Ground Chasm Core, the last part of the Light Ruins complex.



You're almost there. Just one more area to get through to reach the first of your final major battles.



# THE GROUND CHASM CORE



When you leave the second 1) Ground Chasm, strange machinery blocks your way-it looks vaguely like the things you saw being built in the Ancient Factory. There's no way past the ones in front of you, so make a break for the Ground Chasm. Now everything happens at once. There's a massive attack on the facility, and Kroitz is at the head of it! His tanks rumble past you, attacking the Ground Chasm Core. You can't let Kroitz get there ahead of you! When the cinematic scenes end, you start here.



Just when you thought you had the upper hand, Kroitz appears!

Check out this room before you go through this Ruin.

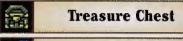


The Ground Core is devastated, thanks to Kroitz's attack.

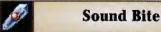
# MAP: THE GROUND CHASM CORE



**Monster Group** 



Ladder



There's an item here. In the main corridor, check the left passage in the first room you come to to find Sound Bite D6—the last one you'll find. Continue through the next corridor, fighting the monster groups.

Continue following the path once you are finished with the monster-filled corridor. There's only one way to go here. Climb the ladder you find at the end to react the top of the Ground Core.





# THE BATTLE WITH KROITZ



At the top of the Core, all hell has broken loose. There are signs of devastation everywhere. Wounded soldiers litter the ground. Walk around and talk to everyone, including Diene. When you spot Specto, he calls for help—and Kroitz himself answers! Specto runs away, and Kroitz stands before you. It's time to battle your oldest foe.



Thile Specto cowers, Kroitz dares you to challenge him. Do you have takes to beat him?

Kroitz is a tough fight, mainly tecause he and his sword, Crimson, act separately. This teans that you have to cancel troitz's actions, and those of the sword.

Your primary concern, at east initially, should be knocked out Kroitz's bodyguards. They have a lot of HP, and can all off a couple of decent moves to keep you off balance. Brandol is in your party, his actory Roar will give you the per hand here. Kroitz somewes uses his Convene ability bring in a new Guard or two, he's down to only one or if kill them all, start hitting that with critical hits to keep by himself.

## COLONEL KROITZ



Kroitz Guard HP: 4.121

ee page



see page

Kroitz and Crimson (Boss) HP (Kroitz): 11,970

HP (Crimson): 7,870



When his Guards are gone, gang up on Kroitz and don't let up for a moment.

You can't destroy Crimson no matter how hard you try. It wouldn't be worth it anyway, because the sword stops attacking once you have Kroitz down. Instead, use critical hits to cancel the sword, and pour everything else you've got onto Kroitz himself. Sky Dragon Slash works well, both for clearing out the Guards and for taking Kroitz down a few notches. His own technique, the Demon Slash, is similar, so be prepared with either a spell, item, Myam's Restore All, or Carmyne's Holy Breath to counter the damage.

Kroitz likes to target Evann, so you should start the battle by implementing Invincible Aura. With Evann essentially free to roam, he can keep up a constant barrage of critical hits and spells on Kroitz, wearing him away quickly. Kroitz can be tough to hit because he's fast and agile, so special moves and spells are



Pour on enough pain, and even the toughest enemy will go down.

often the best ways to ensure that your strikes hit their mark.

When the battle is over, things happen all at once. Specto has entered Quanlee's chamber. Here, he runs into the mysterious Evol, a creature of incredible power. Specto is excited by the prospect of finally reaching Quanlee, but Evol tells the scientist that Quanlee has left, and will return to Escarre in seven days.



Specto encounters the mysterious Evol,

Outside, you confront Kroitz, who tells you where Specto has gone. You follow Specto and meet Evol yourselves. He invites you to look inside Quanlee's chamber. The chamber is empty and Quanlee is nowhere to be seen.

Just then, Kroitz arrives, still wounded from your fight with him. He demands that Evol show him Quanlee, the ultimate being. Evol refuses, mainly because Quanlee isn't here. Even Kroitz's threat isn't enough to convince Evol to



Frustrated by finding Quanlee's chamber empty, Kroitz murders Evol in cold blood.

help. So Kroitz does exactly what he threatened, proving himself to be the bully you always thought he was. Kroitz stabs Evol, leaving the creature to die.

You return to Escarre. Kroitz is still obsessed with finding Quanlee and possessing the power that the being promises. It appears that Kroitz never learns. You return to Locca and confer with your team. Everyone is eager for action, but if you believe Evol, nothing will happen for seven days.

# 9-00

# THE EVOLUTION CORRIDOR AND THE FINAL BATTLE



Three people say strange things to you. They'll all be talking about Quanlee, saying things they couldn't possibly know.

Start by traveling to Escarre. To get there, leave by the main road near the Geo Gate. The area map now has Escarre as a destination. Walk around the entire town and talk to everybody. There are three people in particular that you need to speak with. The first is the old man in the tayern on the docks in downtown Escarre. He says something to you about what Quanlee hopes to accomplish. After you speak with him, head uptown. Check the house, and talk to the boy on the left. He also says something

you've got a lot more fighting to

do before you get there.

strange about Quanlee, and like the old man, he won't remember what he just said to you.

The third person you need to speak with is a scientist in the Military Base, which is now open to you. Like the others, he says something about Quanlee. When you are finished speaking with him, find Kroitz, who appears in the Base. He's also waiting for Quanlee. While you speak with him, things begin to change. Escarre is covered in a greenish fog, and Quanlee appears. He's not what you expected.



Can this really be Quanlee? He looks like a child!

Quanlee tells you that he is here to fulfill his destiny and bring peace to the world. Kroitz demands power, and Quanlee freezes him, then teleports him away. Quanlee departs soon after, leaving you perplexed. If you talk to the townspeople now, they'll all be talking about Quanlee, and saying fairly disturbing things. You must confront Quanlee, and to do this, you've got to return to the Military Base and enter the Central Facility. Quanlee is there waiting for you.

Quanlee plans to make all things in the world one single being—one unified consciousness

with no more individuality. Essentially, everyone will be a part of the same creature: Quanlee. When you express your wish to stop this, Quanlee attempts to get rid of you-by forcing you to fight Kroitz again. This time, he's a lot tougher.



You have to face Kroitz again, and this time he's playing for keeps.

When the battle with Kroitz is over, things change again. Quanlee is disappointed, obviously, but impressed with your victory. Still, you've become a problem for the would-be god, and to retaliate, Quanlee sets the mind-controlled townspeople of Escarre on you. Fortunately, you're spared the necessity of killing them when a Geo Gate opens under your feet. The Ranger and the Magician back in Locca come to your rescue.



The timely intervention of the Ranger and the Magician pulls you out of a bad situation.

## THE SECOND COLONEL KROITZ BATTLE



**Kroitz Guard** Average HP: 4.824



**Battle Kroitz and Demon** Sword Crimson (Boss) HP (Battle Kroitz): 27,968 HP (Crimson): 17,968

# **KROITZ FALLS AGAIN**



Area attacks work well. They strip away Kroitz's health and kill off his bodyguards at the same time.



Things really get tough when Kroitz calls for his new sword.



Essentially, the tactics for this battle are the same as the last time you fought Kroitz. You've got to take care of his Guards first, hitting them hard to keep them off your back, and hitting Kroitz and Crimson only when they are charging up special moves or spells. Like the last time, you can only cancel Crimson, not damage him.

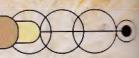
Kroitz has a lot more HP this time, which makes him a tougher fight. As if that weren't enough, he's also a lot faster and harder to hit. He's not immune to paralysis, though, which makes that one of the best ways of dealing with him. If you can paralyze him, you're free to strike at him and kill off his Guards without his being able to replace them with his Convene move.

At some point during the battle, usually the first time you get him down past half his HP, Kroitz will use the Dragon Summoner move to call in a new sword. This larger sword (also called Crimson), gives him a few new powers and spells. One of his favorites is Healer +, which will give him back scads of HP. You must stop that move at all costs.

If you are consistent with the critical attacks, knocking back Crimson's strikes and dealing significant damage to Kroitz with your highest-level spells and special moves, he falls eventually.



# THE EVOLUTION CORRIDOR



## **EVOLUTION CORRIDOR LEVELS 1-4**



**Armored Slime** 

HP: 6,625



Clay Birds



Dragonoid

**Falcon Devil** 

HP: 2.200

HP: 1.250



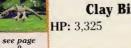
Sable

HP: 800



**Tarantula** 

HP: 1,200





see page

**Mind Eater** 

HP: 1,850

see page

Re-equip your best party as well as you can, and go to the Geo Gate. Only one destination is available to you, and it's the one you want-the facility in Escarre. Go there and climb the ladder that Ouanlee was at the top of to reach the beginning of the **Evolution Corridor.** 

This area is similar to the Starry Corridor. It's random every time, so maps aren't any help. Like the Starry Corridor, you're looking for the elevators that take you up to the next level. All of the hazards and features of Starry Corridor are here, including the



This time, the elevators take you up instead of down.

green and red steam vents. Be extremely careful around themsteam from the red vents now do a whopping 200 points of damage to every character.

As with Starry Corridor, you can return to town and save your position every five levels. Additionally, Quanlee taunts you every five levels. Ignore this and continue through the Evolution Corridor. There are plenty of monsters to fight here, and a lot of very good items to find. It pays to scour every level, both for the items and the experience. At this point, every level you can get for your characters helps, as does every level you can get with their special moves.

# **EVOLUTION CORRIDOR LEVELS 6-9**



**Ancient Warrior** 

HP: 2.000



Archaeopteryx

**HP:** 1,300



**Dead Eye** 

HP: 2,200



see page

Dino Freezer

HP: 4.550



Mimic

HP: 8,800



Naga Queen

HP: 5,300







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#### **EVOLUTION CORRIDOR LEVELS 11-15**



#### **Bahamut**

HP: 10,000





**Dual Scissors** 

HP: 6,750



**Giant Hermit Crab** 

HP: 1.050



Hellhound

HP: 2,750



HP: 6.625







see page

**Mega Beast** 

HP: 2,800



Skull Snail

HP: 3,150



**Winged Brain** 

HP: 1,350

Things don't really change (except in terms of the creatures), until you reach the tenth level, which is your last chance to return to Locca before the final battle. Here, the landscape changes from slimy, organic caves to clean, futuristic paths and buildings. On each of these next levels, move from building to building, claiming all of the chests as you progress. There are six to ten buildings on every level, each with at least one group of monsters inside, and often as many as three groups. Stick with special moves instead of items and spells. You can't get back to town, so every spell you



Now things are really starting to look different.

You catch another break on level 13. It is set up like one of the levels with the Geo Gate. Quanlee simply taunts you, and you continue your quest.

Unfortunately, level 15 is just like level 14. There's no Geo Gate

back to town, and there are lots of monsters to fight. When you find the final elevator, take it to the 16th floor for your final confrontation with Quanlee.



Here it is-the final elevator. Take it, and you'll finally get to confront the self-styled god, Quanlee.

against Quanlee.

#### THE FINAL BATTLE AND THE REAL FINAL BATTLE

You appear in a huge, round room. Run up the stairs in the middle, and confront Quanlee. The ultimate being is still going

cast now is one you can't use

on about his desire to make the world perfect and without strife or conflict—a plan that horrifies you. Ultimately, you make

Ouanlee so mad that he decides you have no place in his perfect world. The time for the final battle has come!



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#### QUANLEE'S INITIAL FORM



Quanlee (Boss) Right Wing HP: 11,968 Left Wing HP: 11,968 Body HP: 23,568

This first battle with Quanlee is disturbingly easy-much easier than either battle with Kroitz. Quanlee has only his wings and his body, and none of them have significant defenses. Quanlee is also very slow to act, which means you'll have no trouble canceling almost everything he does. It's possible to get through this battle without letting him get off a single significant attack. In fact, you can even paralyze him, which makes dealing with him a snap.



Quanlee looks impressive, but in this form, he's a sham.

Go for the wings first. They are relatively fragile, and if you've maxed out some of your special moves, they do a tremendous amount of damage to the wings. Because Quanlee periodically attacks with laser streams, you'll take a lot of damage throughout the fight; it's a good idea to heal everyone at least once.

It's also a good idea to use a few spells to really strip off the HP. But select your spells carefully. Low-cost spells like Burnstrike and BOOM! are costeffective, do a good amount of damage, and don't tax your Mana Eggs too much. As with other bosses, area-effect spells and special moves are great because they take points off every body part instead of just the one you are targeting.



Paralyze Quanlee when you can. This limits his attacks, and frees you up to concentrate on one body part.

#### THE TRUE QUANLEE



#### True Quantee (Boss)

Force Gear HP: 5.968 Right Arm HP: 17,968 Left Arm HP: 17,968 True Quanlee HP: 31,968

This is the toughest battle you've faced by far. Quanlee is incredibly powerful and deadly. Instead of flimsy wings, he's got huge arms. He's also surrounded by a group of devices called Force Gears. These act both as offensive weapons and as support for the main beast.

It's tempting to target the Force Gears first, but because there are four of them, and three distinct parts to Quanlee, stopping them is almost impossible. The answer is simple—ignore the Force Gears except to cancel



Here it is-Quanlee's final form, and the only thing that stands between you and victory.

their attacks as you can. Any time Quanlee is down to fewer than three Force Gears, he produces another one, so destroying the Force Gears is fruitless.

The Force Gears' favorite tactic is to accelerate time for Quanlee or for another Force Gear. This moves the target forward on the IP gauge, allowing the recipient of the Time Evolution to act almost immediately. This sometimes allows Quanlee to get off one of his powerful special attacks simply because you weren't ready to cancel it.



Watch out for Time Evolution. This allows Quantee to get off attacks faster.

Hit the arms with everything you've got. Brandol's Victory Roar is incredibly useful, since it makes all of your strikes and special moves much more powerful. Sky Dragon Slash is another good one, because it damages every-

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thing at once. If you have Carmyne in the party, the Holy Breath move should be active at all times. Constant healing isn't just good, it's necessary with some of the techniques Ouanlee can use.



Use special moves to knock down Quanlee's HP. Leveled special moves like Brandol's Great Divide can do over 1.000 HP of damage with a single hit.

The most devastating attack is the Hades Gate. This creates a black disc on the ground that, a few moments later, does upwards of 5,000 HP of damage to anything standing on the disc. The solution to this? Get your people off the Hades Gate disc and keep them away from it until it goes off. Light Undulation is also a problem,

because it causes tremendous damage to everyone. Final Claw is a threat, but since it requires both of Quanlee's arms, you'll stop having to deal with it once you're removed one arm.

Once both of the arms are off, you'll have fewer attacks to deal with. Now is the time to take out the Force Gears, keeping Quanlee at bay with critical hits to prevent him from making more. With the Force Gears out of the way, Quanlee has no access to healing, and your characters can simply pour on the damage. Because of Quanlee's massive stack of HP, whittling him down takes awhile. Keep up the special move attacks when you can do so without risking Quanlee getting a spell off.

Eventually, Quanlee falls. After the battle, Quanlee tells you that your world is not for him. It's time for him to go, and leave you to the



Quantee leaves, just when he'd finally figured out humanity.

world that you have protected.
When he leaves, Quanlee gives you a gift—a final Sound Bite, albeit one that is missing its central sound.
The world is safe again. Back in Locca, you speak with your team.
The Elemental Disorder is no more, Kroitz has lost his position, and, most importantly, the world is still around, filled with individuals with diverse dreams and hopes.
That's what you fought for, isn't it?

#### NOTE

When the credits finish, you have a chance to save your game. At this point, you can undertake a final quest through the random Underground to locate the missing piece of Quanlee's heart which is the Sound Bite he gave you when he left.

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#### THE MUSICIANS' GAME

You can play the mini-game with the musicians in Locca Park any time after you have cleared the Gale Ruins for the first time. Once you have all of the Sound Bites in one set, you have the makings of a complete song.

Talk to the musicians and ask them about the Sound Bites. You'll show them each of the Sound Bites. With each one you show them, they create a new piece of music for you, adding each of the Sound Bites to make a full song. When they've looked at all of the Sound Bites and have completed the song, you can play the Musicians' Game.

To play the game, select one of the songs the musicians have completed. You may place up to five of the Carros you have collected in a 3 x 3 grid. You can place them in any order and position you like.



While the musicians perform, the Carros dance for you.

When you are finished, you hear a short concert of the song you selected. The three musicians perform the song while the Carros you have placed on the grid dance.

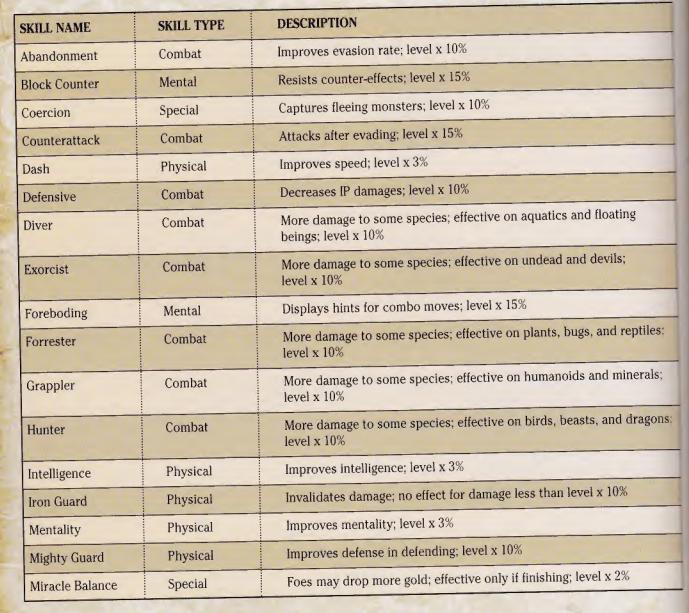
As the song plays, musical notes appear out of the small jukebox on the bottom right corner of the screen. Periodically, instead of a note, a triangle appears. When this happens, press the triangle button on your controller to make the Carros sing along with the music.



## SKILLS



## RANK SKILLS (MAXIMUM LEVEL T

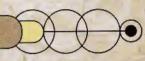


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SKILL NAME	SKILL TYPE	DESCRIPTION
Morale Boost	Mental	Extends status increase; level x 25%
MysticChant	Mental	More power to Water & Forest; level x 5%
NorthwindChant	Mental	More power to Wind & Blizzard; level x 5%
Observation	Mental	Predicts foes' moves; level x 10%
QuakeblastChant	Mental	More power to Land & Bomb; level x 5%
Quick Feet	Physical	Improves escape success ratio; level x 10%
Speed	Special	Increases agility; level x 3%
Strength	Physical	Improves strength; level x 3%
Toughness	Physical	Improves vitality; level x 3%
ZapfireChant	Mental	More power to Fire & Thunder; level x 5%



#### B-RANK SKILLS (MAXIMUM LEVEL 5)



SKILL NAME	SKILL TYPE	DESCRIPTION
Berserk	Special	Uncontrollable anger strikes; higher probability as level advances
Firm Stance	Physical	Continue moving even if hit; level x 30%
Full-Body Blow	Combat	More IP damages for Critical; level x 1000P
Immunity	Mental	Resists illness, paralysis, and poison; success rate: 30%, 55%, 70%, 85%, and 100% for each level
Life Blessing	Mental	Resists sudden death; success rate: 30%, 55%, 70%, 85%, and 100% for each level
Life Up	Physical	Increase maximum HP; level x 8%
Lustration	Mental	Resists sleep, confusion, and curse; success rate: 30%, 55%, 70%, 85%, and 100% for each level
Maximize Item	Combat	More power to items in battle; level x 10%
Meditate	Mental	Restores SP by defending; level x 5 SP
Pirate's Ring	Special	Foes may drop more items; effective only if finishing; level x 2%
Prayer	Physical	Restores HP by defending; level x 80 HP

(continued on next page)



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#### B-Rank Skills (Maximum Level 5) (continued from previous page)

	SKILL NAME	SKILL TYPE	DESCRIPTION
	Psycho-Shield	Mental	Resists stop, sap moves, and magic; success rate: 30%, 55%, 70%, 85% and 100% for each level
	Repel	Physical	Repels damage; level x 20%
	Skilled Item Use	Combat	Less time needed for using items; level x 20%
	SP Up	Physical	Increase maximum SP; level x 10%
g.	Super Reflex	Special	Defend against damage quickly; level x 5%
	Thief Trick	Special	Foes may drop better items; effective only if finishing; level x 2%
	Unassailable	Combat	Covers weak spots in attack; level x 15%



SKILL NAME	SKILL TYPE	DESCRIPTION
Asura Spirit	Combat	More hits for Combo; level x 1
Decoy	Physical	Becomes enemy target; level x 25%
Fighting Spirit	Special	Speed up SP restorations; level x 20%
Full Potential	Physical	Improves all parameters; level x 4%
Hercules Power	Special	Add IP damages for Combo; level x 500P
Hero's Energy	Special	Revives from immobility; level x 20%
Magical Esoteric	Mental	Adds cancel effect on magic; level x 1,500P; effective on single-target magic spells
Status Guard	Mental	Resists status disorders; success rate: 50%, 75%, and 100% for each level
Tactics Eye	Physical	Add IP before battle; level x 1,000P
Triple Attack	Combat	More hits for Critical; level x 1
Versatile	Combat	More damages to all species; level x 10%
WizardlyChant	Mental	Strengthens all magic spells; Adds 10% to each level





## S-RANK SKILLS (MAXIMUM LEVEL 1)

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SKILL NAME	SKILL TYPE	DESCRIPTION
Build Up	Special	Ups all status before battle
Circle Attack	Combat	Critical becomes area attack
Full Armor	Physical	No limitations on armor; enables character to equip armor that cannot be equipped otherwise
Guard Breaker	Mental	Nullifies equipment
Hero's Spirit	Special	Doubles EXP earned after battle
Line Attack	Combat	Critical becomes linear attack
Mana Charge	Physical	Absorb MP of magic attacks
Mana Egg Master	Mental	Repeated magic uses; effective only if each mana egg shares the same magic spell
Strong Will	Special	Invalidates cancel effects



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# CHARACTERMOVES

Each character has a series of moves that he or she can perform in combat. Each move uses a number of points, which the characters earn in combat. As a character uses a given move, that move gains levels, allowing the character to learn additional moves. Refer to the following when consulting these tables under the Affects column:

SINGLE: Affects one enemy or ally

AREA: Affects an Area around the user

CIRCLE: Affects an Area around the target

LINE: Affects enemies or allies in a straight line

FAN: Affects a cone-shaped area from user to target

FOE: Affects foes

**ALLY:** Affects allies

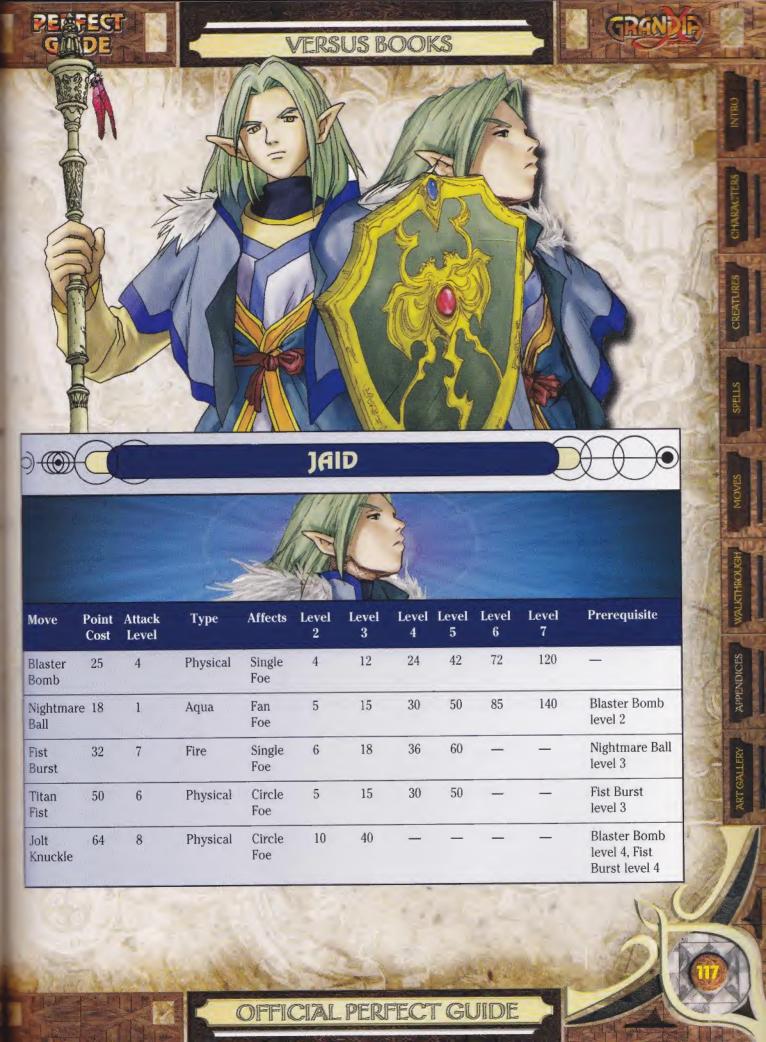
**SELF:** Affects user only

The Level columns indicate the number of times a move must be used to attain a given skill level.

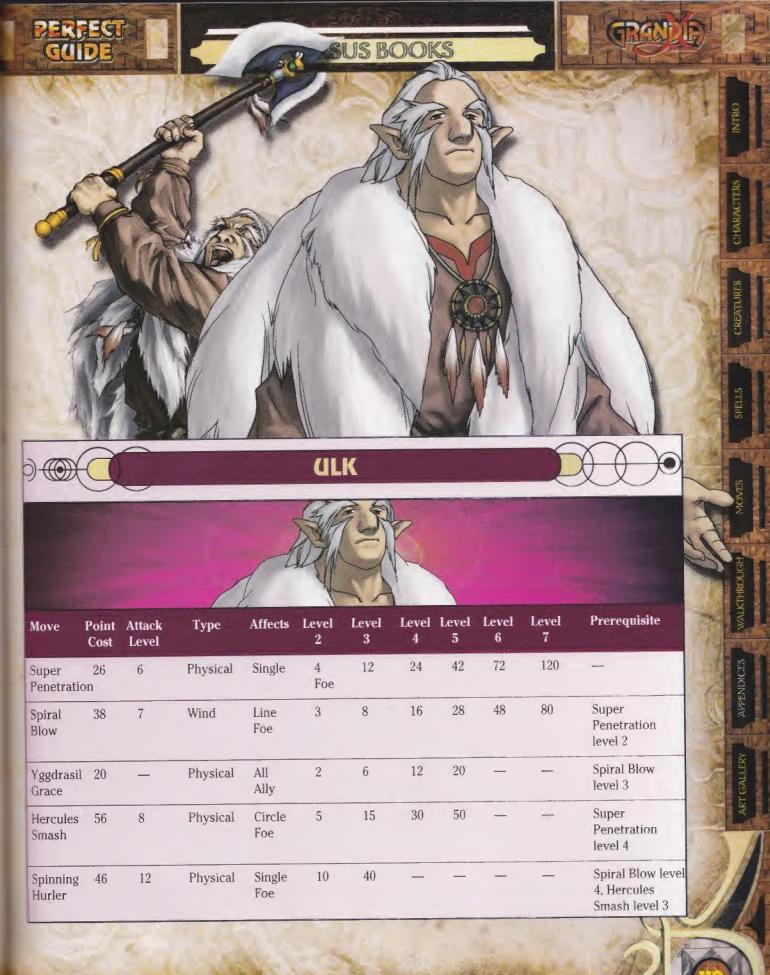










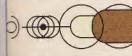












## LUTINA



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Move	Point Cost	Attack Level	Туре	Affects	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Prerequisite
Dragon Rise	24	4	Physical	Single Foe	5	15	30	50	85	140	-
Shockwa Slash	ve	20	5	Physical Foe	Circle	4	12	24	42	72	120 —
Spider Net	28	-	Physical	Fan Foe	5	15	30	50	_	-	_
Meteor Slash	45	6	Physical	Fan Foe	4	12	24	40	_	-	Shockwave Slash level 5
Dragon Mirage	36	10	Physical	Single Foe	8	32	-	_		-	Dragon Rise level 5, Meteor Slash level 3

# COMBINATIONS

Combination	Move	Point Cost	Effect Level	Туре	Affects	Special	Requires/ Triggered by
Evann + Brandol	Volt Slash	60	15	Bolt	All Foe	Causes Paralysis	Sky Dragon Slash and Explosion Slash
Evann + Carmyne	Sword Dance	21	8	Physical	Single Foe	Cancels enemy effect	X Slash and Smash
Evann + Jaid	Cross Break	15	7	Physical	Single Foe	Cancels enemy effect	X Slash and Blaster Bomb
Evann + Titto	Shiva Slash	38	18	Bolt	Single Foe	Cancels enemy effect, causes paralysis	Thunder Split and Aerial Slash
Evann + Ulk	Lightning Split	24	9	Bolt	Single Foe	Cancels enemy effect	Thunder Split and Spiral Blow
Evann + Myam	Swallow Smash	18	7	Physical	Single Foe	Cancels enemy effect	X Slash and Spinning Wheel
Evann + Lutina	Double Dragon	28	12	Physical	Single Foe	Cancels enemy effect	Thunder Split and Meteor Slash
Brandol + Carmyne	Combination Alpha	24	9	Physical	Single Foe	Cancels enemy effect	Spinning Slash and Sonic Sable
Brandol + Jaid	Fire Slash	20	7	Fire	Single Foe	Cancels enemy effect	Great Divide and Fist Burst
Brandol + Titto	Super Slasher	17	7	Physical	Single Foe	Cancels enemy effect	Spinning Slash and Aerial Slash
Brandol + Ulk	Double Impact	32	12	Physical	Single Foe	Cancels enemy effect	Eruption Slash and Super Penetration
Brandol + Myam	Sirine Slash	36	18	Blizzard	Single Foe	Cancels enemy effect	Great Divide and Hail Shower
Carmyne + Jaid	Ifrit Slash	35	18	Fire	Single Foe	Cancels enemy effect	Smash and Fist Burst
Carmyne + Ulk	Rush Thrust	20	8	Physical	Single Foe	Cancels enemy effect	Smash and Super Penetration





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Combination	1 Move	Point Cost	Effect Level	Туре	Affects	Special	Requires/ Triggered by
Carmyne + Myam	Ice Prison	27	10	Blizzard	Single Foe	Cancels enemy effect	Shock Wave and Hail Shower
Carmyne + Lutina	Sacred Beam	48	12	Physical	All Foe	_	Shock Wave and Shockwave Slash
Jaid + Titto	Burst Rondo	25	10	Fire	Single Foe	Cancels enemy effect	Fist Burst and Shadow Binder
Jaid + Uik	Flame Tornado	55	12	Fire	All Foe		Fist Burst and Hercules Smash
Jaid + Lutina	Dancing Attack	24	8	Physical	Single Foe	Cancels enemy effect	Titan Fist and Rise Dragon
Titto + Ulk	Twin Slash	22	8	Physical	Single Foe	Cancels enemy effect	Aerial Slash and Hercules Smash
Titto + Myam	Twin Shot	25	10	Physical	Single Foe	Cancels enemy effect	Disc Cutter and Spinning Wheel
Titto + Lutina	Aero Slash	16	8	Wind	Single Foe	Cancels enemy effect	Aerial Slash and Dragon Rise
Ulk + Myam	Droplets of Life	30	-	Physical	All Ally	Heals damage and disorders	Yggdrasil Grace and Recover All
Myam + Lutina	Freezing Dust	52	12	Blizzard	All Foe	_	Hail Shower and Shockwave Slash
Evann + Brandol + Carmyne	Divine Dragon Slash	99	30	Physical	All Foe		Sky Dragon Slash, Eruption Slash, and Rosette Slash
Evann + Brandol + Jaid	Explosion Smash	25	14	Bomb	Single Foe	Cancels enemy effect	X Slash, Great Divide, and Titan Fist
Evann + Brandol + Titto	Dancing Sword Slash	19	10	Physical	Single Foe	Cancels enemy effect	X Slash, Spinning Slash, and Disc Cutter
Evann + Brandol + Ulk	Tri-Crush	32	20	Physical	Single Foe	Cancels enemy effect	Thunder Split, Eruption Slash, and Hercules Smash
Evann + Brandol + Myam	Tripler	21	12	Physical	Single Foe	Cancels enemy effect	Thunder Split, Great Divide, and Spinning Wheel

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Combination	Move	Point Cost	Effect Level	Туре	Affects	Special	Requires/ Triggered by
Evann + Carmyne + Jaid	Triple Blaze Slash	20	10	Fire	Single Foe	Cancels enemy effect	X Slash, Sonic Sable, and Fist Burst
Evann + Carmyne + Myam	Jet Storm	22	12	Wind	Single Foe	Cancels enemy effect	Thunder Split, Smash, and Spinning Wheel
Evann + Carmyne + Lutina	Fast Dance- Whirl	35	20	Physical	Single Foe	Cancels enemy effect	Thunder Split, Rosette Slash, and Meteor Slash
Evann + Jaid + Titto	Phoenix Formation	26	15	Fire	Single Foe	Cancels enemy effect	X Slash, Fist Burst, and Disc Cutter
Evann + Jaid + Ulk	Big Bang Hammer	55	16	Fire	All Foe		Spark Volt, Titan Fist, and Hercules Smash
Evann + Jaid + Lutina	Delta Formation	24	14	Physical	Single Foe	Cancels enemy effect	X Slash, Blaster Bomb, and Meteor Slash
Evann + Titto + Myam	Binding Force	75		Physical	Single Foe	Binds Foe	Thunder Split, Shadow Binder, and Super Frosty Attack
Evann + Titto + Lutina	Photon Shower	50	16	Physical	All Foe	-	Spark Volt, Disc Cutter, and Meteor Slash
Evann + Titto + Ulk	Purple Lightning	30	20	Bolt	Single Foe	Cancels enemy effect	Thunder Split, Hercules Smash, and Illusion Slash
Evann + Ulk + Myam	Southern Cross	28	15	Blizzard	Single Foe	Cancels enemy effect	X Slash, Hercules Smash, and Hail Shower
Evann + Myam + Lutina	Rapid Fire	18	10	Physical	Single Foe	Cancels enemy effect	X Slash, Spinning Wheel, and Meteor Slash
Brandol + Jaid + Ulk	Armageddon	80	24	Physical	All Foe	_	Eruption Slash, Jolt Knuckle, and Spinning Hurler





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Combination	Move	Point Cost	Effect Level	Туре	Affects	Special	Requires/ Triggered by
Carmyne + Myam + Lutina	Star Twinkle	45	Ē	Physical	All Ally	Improves all status	Holy Breath, Cheer Up, and Meteor Slash
Jaid + Titto + Lutina	Requiem Force	60	5	Physical	All Foe	All status down	Jolt Knuckle, Shadow Binder, and Spider Net
Evann + Brandol + Carmyne + Ulk	Quadruple Combo	35	28	Physical	Single Foe	Cancels enemy effect	Sky Dragon Slash, Eruption Slash, Rosette Slash, and Spinning Hurler
Evann + Titto + Myam + Lutina	Gatling Spike	32	26	Physical	Single Foe	Cancels enemy effect	Thunder Split, Disc Cutter, Hail Shower, and Meteor Slash



## MANA EGGS

Egg Type	Spells	Combinations
Aqua	Heal, Snooze	Aqua + Aqua
Astral	BOOM!, Zap!, Crackle, Poizn, Magic Wall	Restore + Star, Protect + Void
Blizzard	Crackle, Crackle Floe, Crackle Fang, Healer, Shhh!, Fiora	Rainbow + Mist, Rainbow + Sand, Rainbow + Frost, Icicle + Lightning, Icicle + Rainbow, Icicle + Soul
Bomb	Burnstrike, BOOM!, WOW!, Res-Loss	Lava + Flare, Lava + Stone, Flare + Leaf, Volcano + Gravity
Booster	WOW!, Diggin', Guard Up, Speedy, Runner	Dust + Lava, Restore + Frost, Decrease + Darkness
Burst	Burnstrike, Howlslash, Tremor, Erebos	Lava + Mist, Heat + Sand, Bomb + Frost, Thunder + Leaf
Calamity	Inferno, BOOM!, BOOMOR!, BA-BOOM!, Curse, Gravity	Life + Cluster
Chaos	Inferno, Howlnado, Quake, Zap All, Astraea Zap, Absorber	Crown + Dragon
Cluster	Burnflame, BOOM!, Meteor Fall, Meteor Strike, Calm, Def-Loss	Volcano + Lava, Volcano + Heat, Volcano - Bomb, Star + Forest, Star + Volcano, Star - Photon
Crown	BOOMOR!, Zap All, Diamond Dust, Healer +, Halvah, Curse	Life + Soul, Life + Dragon
Cyclone	Howl, Howlslash, Howlnado, Runner, Stram, Wham!	Lightning + Heat, Lightning + Mist, Thunder + Frost, Thunder + Lightning, Thunder + Rainbow
Darkness	Snooze, Shhh!, Fiora, Binder, Craze	Dust + Forest, Burst + Sand, Booster + Decrease
Decrease	Stram, Def-Loss, Res-Loss, Cold, Freeze!	Dust + Mist, Burst + Thunder, Booster + Darkness
Dragon	Hellburner, Zap!, Blade Zap, Dragon Zap, Resurrect, WOW!	Life + Photon
Dust	Refresh, Freezel, Evap	Flare + Aqua, Wind + Stone
Ether	Galactic Bang, Alhealer +, Resurrect, Snooze, Fader, Speedy	Crown + Calamity





Egg Type	Spells	Combinations
Fairy	Healer, Vanish, Fader, Snooze, Craze	Star + Icicle, Lightning + Forest, Volcano + Rainbow, Cyclone + Gravity
Fenrir	Crackle, Crackle Floe, Crackle Glacier, Tartarus Rain, Cold, Binder	Life + Blizzard
Flare	Burn!, Guard Up	Flare + Flare
Forest	Poizn, Alheal, Alhealer, Resurrect, Craze	Leaf + Stone, Leaf + Aqua, Sand + Lava, Sand + Leaf, Sand + Star
Frost	Crackle, Heal, Healer, Freeze!	Mist + Aqua, Mist + Wind, Aqua + Thunder, Rainbow + Cyclone
Gravity	Shake, Tremor, Quake, Calm, Halvah, Gravity	Forest + Sand, Forest + Lava, Leaf + Bomb, Leaf + Forest, Leaf + Volcano
Heat	Burn!, Howl, Howlslash	Wind + Flare, Wind + Lava, Flare + Lightning
Holy	Diamond Dust, Absolute Zero, Healer +, Reviva, Halvah, Regnera	Crown + Fenrir
Icicle	Crackle, Diamond Dust, Wake, Shhh!, Fiora	Frost + Aqua, Frost + Wind, Mist + Sand, Mist + Frost, Mist + Forest
Lava	Burn!, Burnflame, Def-Loss	Flare + Stone, Flare + Sand, Stone + Star
Leaf	Poizn, Cure, Diggin', Regenera	Sand + Stone, Sand + Aqua, Stone + Frost, Rainbow + Gravity
Life	Alhealer +, Reviva, Evap, Erebos, Tartarus Rain, Regenera	Photon + Soul, Cluster + Blizzard
Lightning	Burnflame, Zap!, Blade Zap, Guard Up, Binder	Thunder + Wind, Thunder + Flare, Heat + Mist, Heat + Thunder, Heat + Icicle
Mist	Alheal, Erebos, Fader	Aqua + Wind, Aqua + Heat, Wind + Icicle
Photon	Burnstrike, Zap!, Zap All, Gad Zap, Wake, Binder	Cyclone + Heat, Cyclone + Mist, Cyclone + Thunder, Lightning + Star, Lightning + Cyclone, Lightning + Cluster
Protect	Healer, Purify, Diggin', Guard Up, Crystal Wall	Restore + Icicle
Rainbow	Heal, Healer, Healer +, Evap, Tartarus Rain, Cold	Icicle + Mist, Icicle + Sand, Frost + Leaf, Frost + Icicle, Frost + Gravity
Restore	Absorber, Alheal, Alhealer, Cure, Regenera Burst + Booster	, Burst + Decrease, Burst + Darkness
Sand	Shake, Tremor, Evap	Stone + Aqua, Stone + Mist, Aqua + Forest
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Egg Type	Spells	Combinations
Restore	Absorber, Alheal, Alhealer, Cure, Regenera	Burst + Booster, Burst + Decrease, Burst + Darkness
Sand	Shake, Tremor, Evap	Stone + Aqua, Stone + Mist, Aqua + Forest
Soul	Alhealer, Reviva, Cure, Purify, Speedy, Craze	Gravity + Sand, Gravity + Lava, Gravity + Leaf, Forest + Icicle, Forest + Gravity, Forest + Cluster
Star	BOOM!, Meteor Fall, Refresh, Res-Loss, Gravity	Bomb + Flare, Bomb + Stone, Lava + Heat, Lava + Bomb, Lava + Lightning
Stone	Shake, Diggin'	Stone + Stone
Thunder	Zap!, Wham!, Runner, Stram	Heat + Wind, Heat + Flare, Wind + Bomb, Volcano + Cyclone
Void	BOOMOR!, Erebos, Wham!, Vanish, Giga Vanish	Crown + Darkness, Protect + Astral
Volcano	Burn!, Burnstrike, Hellburner, WOW!, Guard Up, Res-Loss	Star + Lava, Star + Heat, Bomb + Thunder. Bomb + Star, Bomb + Cyclone
Wind	Howl, Runner	Wind + Wind



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Spells	Egg Type	Mana Points	Spell Type	Area of Effect	Effect Level
Absolute Zero	Holy	68	Blizzard	Line Foe	17
Absorber	Restore, Chaos	32	Forest	Circle Foe	7
Alheal	Mist, Forest, Restore	12	Water	All Ally	
Alhealer	Forest, Soul, Restore	20	Water	All Ally	_
Alhealer +	Life, Ether	18	Water	All Ally	
Astraea Zap	Chaos	70	Bolt	Circle Foe	16
BA-BOOM!	Calamity	48	Bomb	Circle Foe	13
Binder	Lightning, Darkness, Photon, Fenrir	8	Bolt	Single Foe	_
Blade Zap	Lightning, Dragon	32	Bolt	Single Foe	12
BOOM!	Bomb, Star, Cluster, Astral, Calamity	18	Bomb	Line Foe	8
BOOMOR!	Void, Crown, Calamity	26	Bomb	Area Foe	10
Burn!	Flare, Lava, Heat, Volcano	4	Fire	Single Foe	4
Burnflame	Lava, Lightning, Cluster	12	Fire	Area Foe	5
Burnstrike	Bomb, Volcano, Burst, Photon	16	Fire	Single Foe	7
Calm	Gravity, Cluster	6	Land	Single Ally	
Cold	Rainbow, Decrease, Fenrir	18	Blizzard	Circle Foe	-
Crackle	Frost, Icicle, Blizzard, Astral, Fenrir	10	Blizzard	Single Foe	9
Crackle Fang	Blizzard	24	Blizzard	Circle Foe	13
Crackle Floe	Blizzard, Fenrir	30	Blizzard	Single Foe	12
Crackle Glacier	Fenrir	60	Blizzard	Single Foe	15
Craze	Forest, Soul, Darkness, Fairy	16	Forest	Circle Foe	
Crystal Wall	Protect	8	Blizzard	Self Only	- 1

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Spells	Egg Type	Mana Points	Spell Type	Area of Effect	Effect Level
Cure	Leaf, Soul, Restore	5	Land	Single Ally	<u></u>
Curse	Crown, Calamity	6	Bolt	Single Foe	-
Def-Loss	Lava, Cluster, Decrease	7	Land	Circle Foe	-
Diamond Du	st Icicle, Crown, Holy	30	Blizzard	Fan Foe	9
Diggin'	Stone, Leaf, Booster, Protect	5	Land	Circle Ally	_
Dragon Zap	Dragon	50	Bolt	Line Foe	14
Erebos	Mist, Burst, Life, Void	6	Water	Single Foe	-
Evap	Sand, Rainbow, Dust, Life	14	Water	Single Foe	_
Fader	Mist, Fairy, Ether	16	Wind	Self Only	1-1
Fiora	Icicle, Darkness, Blizzard	8	Blizzard	Circle Foe	_
Freeze!	Frost, Dust, Decrease	8	Blizzard	Circle Foe	-
Gad Zap	Photon	62	Bolt	Single Foe	15
Galactic Bar	ng Ether	72	Bomb	Single Foe	18
Giga Vanish	Void	50	Bomb	Single Foe	_
Gravity	Star, Gravity, Calamity	4	Land	Circle Foe	-
Guard Up	Flare, Lightning, Volcano, Booster, Protect	8	Fire	Circle Ally	_
Halvah	Gravity, Crown, Holy	32	Forest	Single Ally	- 1
Heal	Aqua, Frost, Rainbow	6	Water	Single Ally	-
Healer	Frost, Rainbow, Fairy, Blizzard, Protect	10	Water	Single Ally	<del>[</del> ]
Healer+	Rainbow, Crown, Holy	8	Water	Single Ally	_
Hellburner	Volcano, Dragon	20	Fire	Single Foe	13
Howl	Wind, Heat, Cyclone	7	Wind	Circle Foe	3
Howlnado	Cyclone, Chaos	32	Wind	Area Foe	11.
Howlslash	Heat, Cyclone, Burst	9	Wind	Line Foe	6
Inferno	Calamity, Chaos	35	Fire	Fan Foe	11
EK.					



			3-0-1	
Egg Type	Mana Points	Spell Type	Area of Effect	Effect Level
Astral	17	Bolt	Self Only	-
Star, Cluster	32	Bomb	Single Foe	12
Cluster	56	Bomb	Single Foe	15
Leaf, Forest, Astral	10	Forest	Single Foe	6
Soul, Protect	6	Forest	Single Ally	
Gravity, Chaos	36	Land	Circle Foe	5
Star, Dust	1	Land	Single Ally	-0
Leaf, Restore, Life, Holy	10	Forest	Single Ally	_
Bomb, Star, Volcano, Decrease	9	Bomb	Circle Foe	T-PVF
Forest, Dragon, Ether	13	Forest	Single Ally	_
Soul, Life, Holy	42	Forest	Single Ally	-
Wind, Thunder, Cyclone, Booster	4	Wind	Circle Ally	_
Stone, Sand, Gravity	5	Land	Single Foe	4
Icicle, Darkness, Blizzard	12	Wind	Circle Foe	-
Aqua, Darkness, Fairy, Ether	5	Water	Circle Foe	-
Soul, Booster, Ether	15	Forest	Circle Ally	_
Thunder, Cyclone, Decrease	12	Bolt	Circle Foe	-
Rainbow, Life, Fenrir	24	Water	Circle Foe	_
Sand, Gravity, Burst	10	Land	Area Foe	5
Fairy, Void	35	Bomb	Area Ally	_
Icicle, Photon	1	Wind	Area Ally	- 1
Thunder, Cyclone, Void	4	Wind	Single Foe	_
Bomb, Volcano, Booster, Dragon	10	Fire	Area Ally	THE
Thunder, Lightning, Photon,	22	Bolt	Area Foe	7
Astral, Dragon				
	Astral Star, Cluster Cluster Leaf, Forest, Astral Soul, Protect Gravity, Chaos Star, Dust Leaf, Restore, Life, Holy Bomb, Star, Volcano, Decrease Forest, Dragon, Ether Soul, Life, Holy Wind, Thunder, Cyclone, Booster Stone, Sand, Gravity Icicle, Darkness, Blizzard Aqua, Darkness, Fairy, Ether Soul, Booster, Ether Thunder, Cyclone, Decrease Rainbow, Life, Fenrir Sand, Gravity, Burst Fairy, Void Icicle, Photon Thunder, Cyclone, Void Bomb, Volcano, Booster, Dragon Thunder, Lightning, Photon,	Astral 17  Star, Cluster 32  Cluster 56  Leaf, Forest, Astral 10  Soul, Protect 6  Gravity, Chaos 36  Star, Dust 1  Leaf, Restore, Life, Holy 10  Bomb, Star, Volcano, 9  Decrease  Forest, Dragon, Ether 13  Soul, Life, Holy 42  Wind, Thunder, Cyclone, 8  Booster  Stone, Sand, Gravity 5  Icicle, Darkness, Blizzard 12  Aqua, Darkness, Fairy, Ether 5  Soul, Booster, Ether 15  Thunder, Cyclone, Decrease 12  Rainbow, Life, Fenrir 24  Sand, Gravity, Burst 10  Fairy, Void 35  Icicle, Photon 1  Thunder, Cyclone, Void 4  Bomb, Volcano, Booster, Dragon  Thunder, Lightning, Photon, 22	Astral 17 Bolt  Star, Cluster 32 Bomb  Cluster 56 Bomb  Leaf, Forest, Astral 10 Forest  Soul, Protect 6 Forest  Gravity, Chaos 36 Land  Star, Dust 1 Land  Leaf, Restore, Life, Holy 10 Forest  Bomb, Star, Volcano, 9 Bomb  Porest, Dragon, Ether 13 Forest  Soul, Life, Holy 42 Forest  Wind, Thunder, Cyclone, 4 Wind  Booster  Stone, Sand, Gravity 5 Land  Icicle, Darkness, Blizzard 12 Wind  Aqua, Darkness, Fairy, Ether 5 Water  Soul, Booster, Ether 15 Forest  Thunder, Cyclone, Decrease 12 Bolt  Rainbow, Life, Fenrir 24 Water  Sand, Gravity, Burst 10 Land  Fairy, Void 35 Bomb  Icicle, Photon 1 Wind  Thunder, Cyclone, Void 4 Wind  Bomb, Volcano, Booster, 10 Fire  Thunder, Lightning, Photon, 22 Bolt	Astral 17 Bolt Self Only  Star, Cluster 32 Bomb Single Foe  Cluster 56 Bomb Single Foe  Leaf, Forest, Astral 10 Forest Single Foe  Soul, Protect 6 Forest Single Ally  Gravity, Chaos 36 Land Circle Foe  Star, Dust 1 Land Single Ally  Leaf, Restore, Life, Holy 10 Forest Single Ally  Bomb, Star, Volcano, 9 Bomb Circle Foe  Forest, Dragon, Ether 13 Forest Single Ally  Wind, Thunder, Cyclone, 4 Wind Circle Ally  Wind, Thunder, Cyclone, 5 Land Single Foe  Icicle, Darkness, Blizzard 12 Wind Circle Foe  Soul, Booster, Ether 15 Forest Circle Foe  Soul, Booster, Ether 15 Forest Circle Ally  Thunder, Cyclone, Decrease 12 Bolt Circle Foe  Rainbow, Life, Fenrir 24 Water Circle Foe  Rainbow, Life, Fenrir 24 Water Circle Foe  Fairy, Void 35 Bomb Area Ally  Thunder, Cyclone, Void 4 Wind Single Foe  Bomb, Volcano, Booster, 10 Fire Area Ally  Thunder, Lightning, Photon, 22 Bolt Area Foe  Fire Area Ally  Thunder, Lightning, Photon, 22 Bolt Area Foe

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## **EVANN'S WEAPONS**



	Attack Bonne	Cost	Additional Abilities
Weapon	Attack Bonus		Additional Addition
Broad Blade	+12	200	<u> </u>
Falx	+21	500	
Heavy Blade	+35	1,050	PARTIE PROJECT
Mystic Blade	+40	3,960	+20 MAG
Swordfish Blade	+44	2,880	Good against aquatic creatures
Fine Broadblade	+45	2,000	_
Swallow Blade	+46	3,500	Good against undead creatures
Shamshir	+55	3,600	_
Talwar	+70	5,800	1995 C.
Katana of Purity	+75	6,400	Good against evil creatures
Mikage Katana	+82	6,000	- 1
Great Shamshir	+102	8,800	_
Intelligent Sword	+120	24,000	+60 MAG
Miyamoto Blade	+124	9,000	_
Falchion	+140	13,200	- 10 A
Schiavona	+155	19,800	_
Glasscalibur	+170	30,000	
Scramasax	+228	55,000	_

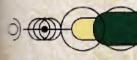




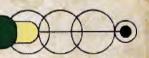
## **BRANDOL'S WEAPONS**



Weapon	Attack Bonus	Cost	Additional Abilities
Long Sword	+15	240	4-23-11/
Bastard Sword	+24	550	_
Great Sword	+38	1,200	
Iron Sword	+46	2,100	<u> </u>
Slashing Sword	+48	3,800	Good against animals
Claymore	+58	3,800	_
Fire Sword	+66	6,000	Does Fire damage
Ceramics Sword	+75	6,200	<u>-</u>
Alumina Sword	+90	7,600	
Viking Sword	+108	9,200	<del>-</del>
Defender Sword	+120	13,200	+60 DEF
Giant Broadsword	+148	14,200	<del>-</del>
Silence Sword	+162	29,800	Affects target with Shhh! spell
Jet-Black Sword	+218	52,000	_



## CARMYNE'S WEAPONS

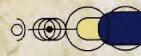


Weapon	Attack Bonus	Cost	Additional Abilities
Rapier	+14	220	MO-LANGE OF THE REAL PROPERTY.
Saber	+22	480	<del>-</del>
Estok	+36	1,150	
Flamberge	+40	2,200	Does Fire damage
Killer Needle	+42	4,400	Can instantly kill target
Scimitar	+44	1,980	nutrino.

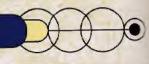
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#### Carmyne's Weapons (continued from previous page)

Weapon	Attack Bonus	Cost	Additional Abilities
Pallasch	+52	3,400	
Diefeen Saber	+55	3800	Causes sleep
Grouse Saber	+64	4,200	Does Bolt damage
Ceramics Saber	+68	5,500	_
Alumina Saber	+85	7,400	12-0-1
Earth Scimitar	+86	6,800	Does Land damage
Schweizerabel	+100	8,600	
Dimension Saber	+126	9,500	Does Water damage
Reitel Pallasch	+140	13,200	
Elfin Saber	+155	22,000	Paralyzes target
Silver Freeze	+164	28,800	Does Blizzard damage, casts Freeze!
Judge Saber	+200	52,000	Does one extra hit on combo attacks



## JAID'S WEAPONS



Weapon	Attack Bonus	Cost	Additional Abilities
Oak Staff	+8	1,250	
Prayer Staff	+10	4,400	+20 MAG, casts Cure
Mage Staff	+12	4,200	+24 MAG
Wizard Rod	+16	14,200	+32 MAG
Magi Staff	+24	32,000	+48 MAG
Iron Mace	+28	480	_
Battle Rod	+42	1,800	
Lullaby Staff	+48	5,200	Causes sleep
Volt Stick	+55	2,400	Does Bolt damage, causes paralysis
Buster Flail	+80	6,000	<del>-</del>

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Jaid's Weapons (continued from previous page)

Weapon	Attack Bonus	Cost	Additional Abilities
Alumina Staff	+102	7,400	7/1/
Maul	+122	9,000	
Freeze Staff	+145	15,500	Does Blizzard damage, casts Crackle
War Hammer	+158	19,000	_
Guardian Staff	+182	36,000	Casts Diggin'
Morning Star	+248	54,000	_



## TITTO'S WEAPONS



		A commence of	
Weapon	Attack Bonus	Cost	Additional Abilities
Multiple Knife	+20	600	G = 10
Bronze Knife	+24	750	_
Ninja Needle	+32**	1,240	THE STATE OF WARRING
Poisoned Knife	+40	2,400	Poisons target
Cutlass	+50	4,000	W/E
Flint Knife	+60	3,800	Does Fire damage
Throwing Star	+68	6,500	7/1 <del>-</del> 7 3 2 7 7
Venus Knife	+75	78,000	+150 MAG
Hunting Knife	+84	8,000	Good against birds
Stink Knife	+92	7,500	Causes paralysis
Katar	+98	9,600	
Gladius	+135	13,200	
Leaf Knife	+150	20,000	Does Forest damage
Cross Boomerang	+178	32,000	_
Warp Knife	+240	58,000	Warp

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## **ULK'S WEAPONS**



Weapon	Attack Bonus	Cost	Additional Abilities
Battleax	+26	500	
Ritual Stone Ax	+36	1,000	Does Land damage
Hammer Ax	+40	1,150	
Woodsman Ax	+46	3,200	Good against plant creatures
Bullova	+50	2,080	
Glaive	+62	3,720	_
Flint Ax	+70	4,400	Does Fire damage
Ceramics Ax	+78	6,100	_
Trident	+84	6,200	Good against aquatic creatures
Alumina Ax	+96	7,500	_
Halberd	+115	9,100	Harry Landson
Rune Ax	+120	8,400	IP immunity 10%
Heavy Ax	+125	12,000	
Earth Ax	+142	17,200	Does Land damage
Inferno Battleax	+148	18,000	Does Fire damage
Bardiche	+155	14,000	=
Maid Geer	+186	29,200	
Partizan	+244	52,000	-
Heat Ax	+255	60,000	Restores 5 SP more in battle



## MYAM'S WEAPONS



Weapon	Attack Bonus	Cost	Additional Abilities
Short Bow	+25	480	71 - 1
Long Bow	+36	1,050	_
Water Shot	+40	3,500	Does Water damage

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Myam's Weapons (continued from previous page)

Weapon	Attack Bonus	Cost	Additional Abilities
Poisoned Arrow	+42	1,600	Poisons target
Flying Fish Bow	+48	2,200	Good against aquatic creatures
Composite Bow	+58	3,600	The Street of th
Ceramics Bow	+76	6,000	_
Magical Arrow	+80	24,000	+40 MAG
Hunter Bow	+92	7,700	Good against birds
Heat Haze Bow	+102	7,700	Does Fire damage
Great Bow	+110	9,100	_
Arbalest	+152	13,600	
Elfin Bow	+168	22,000	Paralyzes target
Gastraphetes	+186	31,000	
Rapidfire Bowgun	+200	54,000	Combo HIT +4



## LUTINA'S WEAPONS

Weapon	Attack Bonus	Cost	Additional Abilities
Ring Dagger	+40	1500	
Striking Edge	+48	1,880	_
Stiletto	+55	4,000	
Ceramics Dagger	+68	6,000	_
Alumina Dagger	+84	7,400	4 - 19
Flame Edge	+94	7,700	Does Fire damage
Baselard	+98	8,900	A Property of the last
Phurbu	+108	8,600	Good against undead
Sword Breaker	+120	12,800	Reduces enemy ATK
Jagdplaute	+138	13,600	
Wakizashi	+152	14,500	
Oblivion Dagger	+155	26,800	Causes Fiora on target
Thrust Dagger	+172	32,000	_ (e)
Xiphos	+214	51,800	- 6





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## **PROTECTIVE GEAR**



#### ARMOR

Item	Defense	Cost	Additional Abilities	Worn By
Soft Leather	+5	40		Any
Clothes	+6	42	_	Evann, Carmyne, Jaid, Titto, Myam, Lutina
Leather Jacket	+7	60	1 <del>-</del> - 12 - 12 - 12 - 12 - 12 - 12 - 12 -	Any
Adventure Clothes	+8	64	_	Any
Soldier Clothes	+10	120	-5/3/11/19	Any
Training Clothes	+10	80	+5 ACT	Any
Cuir Bouili	+12	350	- Neil Amy and	Any
Medic Dress	+14	1,000	Immune to poison	Evann, Carmyne, Jaid, Titto, Myam, Lutina
Bamboo Armor	+13	200	Bad against Fire	Evann, Brandol, Carmyne, Titto, Ulk, Lutina
Leather Armor	+15	400	_	Evann, Brandol, Carmyne, Titto, Ulk, Lutina
White Wolf Fur	+16	144	Good against Blizzard	Any
Bandit Armor	+18	2	Foes drop more gold	Evann, Brandol, Carmyne, Titto, Ulk, Lutina
Doublet	+18	640	-34 C	Evann, Jaid, Myam, Lutina
Chain Mail	+20	720	_	Evann, Brandol, Carmyne, Ulk, Lutina
Stone Armor	+20	300	-5 MOV, good against Land, bad against Wind	Brandol, Ulk

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## VERSUS BOOKS

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ltem	Defense	Cost	Additional Abilities	Worn By
Purifying Dress	+22	880	Immune to poison and confusion	Evann, Carmyne, Jaid, Titto, Myam, Lutina
Fighting Suit	+24	720	+10 ATK	Any
Sister's Clothes	+25	1,220	Immune to poison	Evann, Jaid, Myam, Lutina
Iron Cuirass	+27	1,280	=	Evann, Brandol, Carmyne, Ulk
Battle Suit	+29	280		Any
Mogay Clothes	+32	2	Foes drop more items	Titto
Rigid Leather	+32	1,780		Any
Plate Mail	+35	2,200	_	Brandol, Ulk
Fur Coat	+36	1,440	Good against Blizzard, bad against Bomb	Carmyne, Myam, Lutina
Illusion Clothes	+36	1,600	+5% Evade	Any
Quilted Silk	+36	2,000	+6 IMM	Carmyne, Myam, Lutina
Magician's Robe	+38	2,980	+5 IMM	Evann, Jaid, Myam, Lutina
Battle Bikini	+40	4,000	+20 ATK	Carmyne, Myam, Lutina
Black Quartz Mail	+40	2,000	+5 IMM, immune to paralysis	Brandol, Ulk
Ceramics Armor	+42	3,600	9 11 3 11 11	Evann, Brandol, Carmyne, Ulk
Pixie's Robe	+44	4,200	Immune to sleep. +10 MOV	Evann, Carmyne, Jaid, Titto, Myam, Lutina
Heavy Mail	+45	3,200	-10 MOV, stops knock-backs	Brandol, Ulk
Ice Armor	+45	3,500	Good against Blizzard, bad against Bolt	Evann, Brandol, Carmyne, Ulk, Lutina
Thunder Armor	+45	3,500	Good against Bolt, bad against Fire	Evann, Brandol, Carmyne, Ulk, Lutina
Sylph's Robe	+46	3,800	Good against Wind	Carmyne, Myam, Lutina
Alumina Armor	+48	4,500		Evann, Brandol, Carmyne, Ulk
Mogay Suit DX	+48	2	Foes drop more items	Titto
Purple Robe	+48	4,000	+8 MOV, immune to paralysis	Evann, Jaid, Myam, Lutina
Dyte Giant Armor	+50	4,200	Immunity to death attacks	Brandol, Ulk

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j	Item	Defense	Cost	Additional Abilities	Worn By
	Knight Coat	+50	5,500	HEQUAL.	Any
N.	Rune Plate	+52	4,400	+10 MV, IP immunity 10%, immunity to Fiora	Evann, Brandol, Carmyne, Ulk, Lutina
	Forest Suit	+54	5,000	Good against Forest, bad against Bolt, reduced damage from plants	Any
	Warrior Mail	+55	5,800	_	Brandol, Ulk
	Wind Robe	+55	5,200	Good against Wind and Bolt, bad against Land and Forest	Evann, Jaid, Myam, Lutina
	Skull Armor	+58	2		Evann, Brandol, Carmyne, Ulk
	Robe of Admonition	+60	2	+40 IMM, user cannot cast spells	Evann, Carmyne, Jaid, Titto, Myam, Lutina
i	Magi Robe	+62	8,800	+16 IMM	Evann, Jaid, Myam, Lutina
	Aura Armor	+64	9,200	Adds power to special moves	Evann, Brandol, Carmyne, Ulk, Lutina
	Argestis Armor	+65	8,800	Good against Wind, bad against Land	Evann, Brandol, Ulk
	Sun Robe	+66	11,800	IP immunity 10%	Evann, Carmyne, Jaid, Titto, Myam, Lutina
	Combat Armor	+68	9,800	IP immunity 15%	Evann, Brandol, Carmyne, Titto, Ulk, Lutina
	Jet-Black Armor	+70	12,000	-	Brandol, Ulk
	Sage Robe	+76	17,800	Immune to Shhh!, +20 IMM	Evann, Jaid, Myam, Lutina
	Black Costume Lutina	+83	22,000	‡10% evade	Evann, Carmyne, Titto, Myam,
	Angel Clothes	+84	18,000	Immune to sleep, paralysis, confusion, curse	Evann, Carmyne, Jaid, Titto, Myam, Lutina
	Paladin Armor	+85	24,000	Extends status increases	Evann, Brandol, Ulk
	Dark Armor	+88	20,000	Restores 1 more SP in defense	Evann, Brandol, Carmyne, Ulk, Lutina
	Phalanx Armor	+100	30,000	-15 MOV	Brandol, Ulk
		-	87		





Item	Defense	Cost	Additional Abilities	Worn By
Golden Armor	+112	- 5	+20 IMM	Evann, Brandol, Carmyne, Titto, Ulk, Lutina

#### GAUNTLETS

	Section 1		dHautret2		
Item	Defense	Cost	Additional Abilities	Worn By	
Leather Wristband	+1	20		Evann, Carmyne, Titto, Myam, Lutina	
Bracelet	+2	40	_	Any	
Wooden Shield	+3	30	1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-	Brandol, Jaid, Ulk	
Leather Glove	+4	100	_	Evann, Carmyne, Titto, Myam, Lutina	
Leather Shield	+5	120	7 1 2 2 2 2 2 2 2	Evann, Brandol, Jaid, Ulk	
Bamboo Glove	+6	2	Bad against Fire	Brandol, Carmyne, Titto, Ulk, Lutina	
Chain Sleeve	+7	180	T9 31/	Evann, Carmyne, Titto, Myam, Lutina	
Buckler	+9	220	_	Evann, Brandol, Jaid, Ulk	
Strength Glove	+10	240	Casts WOW!	Evann, Carmyne, Titto, Myam, Lutina	
Iron Ring	+11	350	_	Any	
Knuckle Glove	+13	400	+5 ATK	Brandol, Carmyne, Titto, Ulk, Lutina	
Bronze Shield	+14	220	Bad against Fire	Evann, Brandol, Jaid, Ulk	
Purity Bracelet	+15	450	Immune to poison and paralysis, casts Cure	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Burn Bracelet	+16	400	Good against Fire, bad against Blizzard, casts Burn!	Brandol, Carmyne, Titto, Ulk, Lutina	
Goat Buckler	+16	520		Evann, Brandol, Jaid, Ulk	
Silk Glove	+18	480	-	Carmyne, Myam, Lutina	
Iron Shield	+19	660	-	Brandol, Ulk	
Magic Glove	+20	880	+5 MAG	Evann, Myam, Lutina	
Round Shield	+22	1,100		Brandol, Jaid, Ulk	
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Item	Defense	Cost	Additional Abilities	Worn By
Hunter Glove	+26	1,250	Reduces damage from birds	Evann, Carmyne, Titto, Myam, Lutani
Rune Bracelet	+28	1,500	+5 MAG	Evann, Jaid, Myam, Lutina
Gauntlet	+30	1,700	+10 ATK	Brandol, Carmyne, Ulk, Lutina
Wind Bracelet	+30	1,400	Good against Wind, Bolt; bad against Land, Forest	Evann, Jaid, Myam, Lutina
Horn Shield	+34	1,600	+10 ATK	Brandol, Jaid, Ulk
Alumina Shield	+36	1,300	_	Brandol, Jaid, Ulk
Power Wristband	+36	2,500	+10 ATK	Any
Knight Shield	+38	2,750	_	Brandol, Ulk
Amethyst Shield	+42	3,200	Good against Blizzard, bad against Fire	Evann, Brandol, Carmyne, Jaid, Ulk
Jet-Black Shield	+42	3,600	_	Brandol, Ulk
Spiritual Glove	+44	4,400	+10 MAG, immune to curse	Evann, Myam, Lutina
Paladin Shield	+52	7,200	Stops Fiora and Shhh!	Evann, Brandol, Jaid, Ulk
Shield Bracelet	+54	7,500		Any
Mirror Shield	+56	9,000	Reflects some damage	Evann, Brandol, Carmyne, Jaid, Ulk
Spirit Shield	+160	New York	Auto-defends	Evann

#### HEADGEAR

Item	Defense	Cost	Additional Abilities	Worn By
Miser Turban		2	Foes drop more gold	Evann, Carmyne, Titto, Myam, Lutina
Bandana	+4	150	-	Any
Leather Helm	+5	180		Evann, Brandol, Carmyne, Titto, Ulk, Lutina
Feather Hat	+7	280		Evann, Carmyne, Jaid, Titto, Myam, Lutina
Nurse Cap	+8	360	Immune to sleep	Evann, Carmyne, Jaid, Myam, Lutina

Item	Defense	Cost	Additional Abilities	Worn By
Face Guard	+10	320		Evann, Brandol, Carmyne, Ulk, Lutina
Sister's Hat	+11	520		Evann, Jaid, Myam, Lutina
Iron Bandana	+15	600	14.11	Any
Battle Helm	+17	580		Evann, Brandol, Carmyne, Ulk, Lutina
Swordfish Helm	+18	500	Bad against Bolt, reduces damage from aquatic creatures	Evann, Brandol, Ulk
Survival Cap	+20	800	Reduces damage from birds	Evann, Carmyne, Jaid, Titto, Myam, Lutina
Iron Helm	+21	980		Brandol, Ulk
Soft Ribbon	+22	900	+4 IMM	Carmyne, Myam, Lutina
Conical Hat	+24	1,320	+5 MAG	Evann, Jaid, Myam, Lutina
Warrior Helm	+24	900	Immune to Fiora	Evann, Brandol, Carmyne, Ulk
Black Quartz Helm	+25	1,200	+5 IMM	Brandol, Ulk
Full Face Helm	+28	1,600	_	Brandol, Ulk
Pixie Hat	+28	1,800	+5 IMM, immune to confusion	Evann, Carmyne, Jaid, Titto, Myam, Lutina
Flame Helm	+30	1,500	Good against Fire, bad against Blizzard	Evann, Brandol, Carmyne, Ulk, Lutina
Heavy Helm	+30	1,400	-5 MOV, IP immunity 10%	Brandol, Ulk
Ice Helm	+30	1,500	Good against Blizzard, bad against Bolt	Evann, Brandol, Carmyne, Ulk, Lutina
Man's Headband	+30	*-	+5 ACT, shorter paralysis, sleep, and confusion	Evann, Brandol, Jaid, Titto, Ulk
Thunder Helm	+30	1,500	Good against Bolt, bad against Fire	Evann, Brandol, Carmyne, Ulk, Lutina
Alumina Helm	+32	2,000		Evann, Brandol, Carmyne, Ulk
Barbarian Bandana	+32	2,400		Any
Beetle Helm	+35	1,800	Reduces damage from insects	Brandol, Ulk
15/10/35		-1000	° (cor	ntinued on next page)

Item	Defense	Cost	Additional Abilities	Worn By	
Priest's Hat	+35	2,500	+6 IMM, immunity to sleep and confusion	Evann, Jaid, Myam, Lutina	
Serlitt	+36	2,600	_	Evann, Brandol, Carmyne, Ulk	
Magi Hood	+40	3,960	+8 IMM	Evann, Jaid, Myam, Lutina	
Rabbit Ear	+40	2	Foes drop better items	Titto	
Charisma Helm	+42	4,100	+8 ACT	Evann, Brandol, Carmyne, Ul Lutina	
Phoenix Hat	+44	5,500	IP immunity 10%	Evann, Jaid, Myam, Lutina	
Brave Scarf	+45	5,000	+10 ACT	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Jet-Black Helm	+46	5,400		Brandol, Ulk	
Knowledge Hat	+48	8,000	+10 MAG	Evann, Jaid, Myam, Lutina	
Black Hood	+54	9,900	+10 ACT	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Paladin Helm	+56	10,500	Shorter paralysis, sleep, and confusion	Evann, Brandol, Ulk	
Shadow Helm	+62	14,000	Adds power to magic	Evann, Brandol, Carmyne, Ulk	
Spirit Helm	+180		+60 Act, IP immunity 50%	Evann	

#### FOOTWEAR

Item	Defense	Cost	Additional Abilities	Worn By
Shoes	4	120	+6 MOV	Any
Red Shoes		3,000	+10 ACT	Carmyne, Myam, Lutina
Boots	+1	60	+2 MOV	Any
Soldier Boots	+1	80	+4 MOV	Any
Giant's Shoes	+2	150	-	Brandol, Ulk
Leather Shoes	+2	80	+2 MOV	Any
Dash Shoes	+4	450	+12 MOV	Any
Leather Leggings	+5	100		Any



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ltem	Defense	Cost	Additional Abilities	Worn By	
Web	+5	600	-5 MOV, good against Water	Any	
Wing Boots	+6	1,050	+18 MOV	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Hunter Boots	+8	500	+8 MOV	Any	
Legguard	+8	180	-	Brandol, Carmyne, Ulk, Lutina	
Safety Shoes	+8	300	+4 MOV, IP immunity 5%	Any	
Speed Boots	+8	2,400	+24 MOV	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Magic Hi-Heels	+10	740	+10 MOV	Carmyne, Myam, Lutina	
Battle Boots	+12	2,200	+12 MOV	Any	
Goat Greaves	+12	320	4	Any	
Sonic Shoes	+12	5500	+36 MOV	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Greaves	+15	550	4-11	Brandol, Carmyne, Ulk, Lutina	
Army Boots	+16	2,950	+16 MOV	Any	
Mach Boots	+16	9,500	+48 MOV	Evann, Carmyne, Jaid, Titto, Myam, Lutina	
Warrior Leggings	+18	900	_	Brandol, Ulk	
Alumina Greaves	+20	1,120		Brandol, Carmyne, Ulk, Lutina	
Mega Greaves	+28	3,000	_	Brandol, Ulk	
Shadow Leggings	+28	7,500	+28 MOV, +15% evade	Any	
Anklet	+30	2,300	-10 MOV	Any	
Paladin Leggings	+32	6,000		Brandol, Carmyne, Ulk, Lutina	
Golden Greaves	+44	12,500	+10 IMM	Brandol, Carmyne, Ulk, Lutina	



#### **MISCELLANEOUS**





#### BOOKS AND VELLUMS

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Item	Function
Beginner Book	Equips 1 C-rank skill
Novice Book	Equips 2 C-rank skills
Extra Book	Equips 3 C-rank skills
Advanced Book	Equips 1 B-rank skill
Expert Book	Equips 2 B-rank skills
Master Book	Equips 1 A-rank skill
Limited Book	Equips 1 skill of any rank
Coverted Vellum	Evolves into special skill
Secret Vellum	Evolves into special skill
Physical Vellum	Evolves into C-rank physical skill
Corporal Vellum	Evolves into B-rank physical skill
Combat Vellum	Evolves into C-rank combat skill
Battle Vellum	Evolves into B-rank combat skill
Mental Vellum	Evolves into C-rank mental skill
Plague Charm	Immune to death effects
Psyche Vellum	Evolves into B-rank mental skill
High Vellum	Evolves into A-rank skill
Ultimate Vellum	Evolves into S-rank skill

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#### CHARMS



Item	Function
Aqua Charm	Good against Water
Blast Charm	Good against Bomb
Blizzard Charm	Good against Blizzard

Item	Function
Confusion Charm	Immune to confusion
Earth Charm	Good against Land
Flame Charm	Good against Fire
Forest Charm	Good against Forest
Lightning Charm	Good against Bolt
Paralysis Charm	Immune to paralysis
Poison Charm	Immune to poison
Sap Magic Charm	Immune to Shhh!
Sap Move Charm	Immune to Fiora
Sleep Charm	Immune to sleep
Stop Charm	Immune to binding
Wind Charm	Good against Wind



#### ACCESSORIES



Item	Function
Absorber Ring	+5 DEF, casts Absorber
Alumina Stone	+1 DEF
Angel Ring	+10 MAG, +10 IMM, casts Regenera
Aquamarine Ring	+1 DEF
Bonds of Trust	+2 ACT
Brave Badge	+2 ACT
Cape of Darkness	+10 IMM, reduces damge from evil
Crescent Jade	+10 DEF, immunity to sleep, confusion, death attacks
Defence Ring	+5 DEF, casts Diggin'
Divine Talisman	Reduces SP use by 15%

#### RESTORATIVE ITEMS

Item	Function	REST	ORATIVE ITEMS
Forbear Necklace	+15 DEF, 25% IP immunity	Item	Function
Goat Leather	+1 DEF	Beef Jerky	+600 HP, one ally
Heal Ring	+5 DEF, casts Heal	Black Truffle	+96 HP, one ally
Hercules Ring	+10 ATK	Blessing Scroll	Cures Fiora and Shhh!
Honor's Glasses	+10 MAG	Bread	+150 HP, one ally
Ifrit Ring	+5 DEF, casts Burnflame	Chocolate	+100 HP, one ally
Jade Charm	+5 ACT	Classy Mushroom	+59 HP, one ally
Leather Cape	+10 DEF	Cure Herb	+1,000 HP, all
Magic Necklace	+20 IMM	Cure Powder	+2,000 HP, all
Magic Ring	+20 IMM	- Dragon Blood	+3,600 HP, radius; adds defense
Matador Cloak	+20 MOV, Evade +25%	Exorcism Scroll	Cures curse
Megaheal Ring	+5 DEF, casts Alhealer	- First Aid Kit	+600 HP, all
Mirage Earring	+10 MOV, Evade +15%	Golden Nut	+72 HP, one ally
Officer Badge	+5 ACT	Healing Fruit	+2,000 HP, one ally
Pearl Necklace	+1 DEF	Holy Wound Salve	+1,500 HP, one ally
Phoenix Feather	+5 MOV, reduces damage from birds	Hot Spring Nut	+750 HP, one ally; adds defense
Pixie Feather	+5 IMM	Life Gem	+1,600 HP, all
Quartz Pendant	+10 ACT	Magic Blessing	Cures Shhh!
Revival Gem	Revives dead character	Megaheal Medicine	+2,600 HP, one ally
Rune Ring	+5 DEF, IP immunity 5%	Medicinal Herb	+100 HP, one ally
Sapphire Ring	+1 DEF	Move Blessing	Cures Fiora
Silk Clothes	+1 DEF	Numbing Needle	Cures binding
Shoulder Pad	+5 DEF	Panacea	Cures all status anomalies
Wolf Fang	+1 ATK	Paralysis Salve	Cures paralysis
	-	Pixie Dew	Revives dead ally, restores full HF
		Poison Antidote	Cures poison
		Primeval Meat	+1,600 HP, one ally; adds offense



(continued from previous page)

Item	Function
Purifying Herb	Cures poison and paralysis
Rainbow Seaweed	+300 HP, one ally
Recovery Medicine	+1,200 HP, one ally
Scarlet Potion	+3,600 HP, one ally
Smelling Salts	Cures confusion
Smoked Salmon	+25 HP, one ally
Squeek-baa Milk	+2,500 HP, all
Strawberry	+250 HP, one ally
Southern Banana	+877 HP
Torte's Reedpipe	Cures sleep
Vaccine	Cures disease
White Truffle	+46 HP, one ally
Wound Salve	+400 HP, one ally
Yomi Elixir	Revives dead ally, restores 50% HP



Item	Function
Aggressive Drink	Action up
Angel Tear	Resurrection
Blazing Stone	Fire attack 720
Bomb Mushroom	Attack 240
Defence Mushroom	Defense up
Dynamite	Attack 600
Exhaustion Nut	Action down

Item	Function
Fireball Scroll	Fire attack 260
Flame Stone	Fire attack 350
Flint Stone	Fire attack 350
Fly Agarics	Forest attack 300
Freeze Gem	Blizzard attack 1,400
Gale Stone	Wind attack 350
Gold Feather	+999 IP
Gorgon Eye	Binds target
Guard Drink	Defense up
Hand Grenade	Attack 200
Hand Grenade R	Attack 550
Holy Ashes	Attack 500, effective against undead
Hyper Hand Grenade	Attack 1,200
Hyper Time Bomb	Attack 1,500, delayed action
Icefang Stone	Blizzard attack 720
Ice Quartz	Blizzard attack 450
Ifrit Barrel	Bomb attack 600
Insecticide Burst	Fire attack 500, effective against insects
Kuko Berry	Causes confusion
Lethargy Nut	Immunity down
Lightning Stone	Bolt attack 1,200, causes paralysis
Makibishi	Attack 650, reduces move
Mermaid Harp	Causes sleep
Miner's Candy	Attack up
Mogay Bomb	Attack 450, major IP damage
Mogay Fireworks	Fire attack 240





Item	Function
Muscle Mushroom	Attack up
Pebble Scroll	Land attack 260
Platinum Feather	+600 IP
Power Drink	Attack up
Powerless Nut	Attack down
Prism Feather	+999 IP
Quake Stone	Land attack 350
Red Fly Agarics	Forest attack 100, poison
Resist Drink	Immunity up
Runner Truffle	Move up
Shine Prism	Creates barrier
Silence Orb	Casts Shhh!
Silver Feather	+600 IP
Słowpoke Nut	Move down
Speed Drink	Move up
Speed Mushroom	Action up
Super Mogay Bomb	Attack 1,100, major IP damage
Thunder Stone	Bolt attack 1,600, causes paralysis
Time Bomb	Attack 600, delayed action
Time Bomb R	Attack 800, delayed action
Toad Oil	Defense up
Tranquilizing Shot	Attack 120, causes sleep
Voltbird Feather	Bolt attack 350, causes paralysis; effective against birds
Voltfang Stone	Bolt attack 500
Weakness Nut	Defense down
Whirlwind Scroll	Wind attack 160



Item	Function
Berry Cake	+3,000 HP, one ally
Caterpillar Soup	+100 HP, adds defense
Chocolate Banana	+800 HP, all
Chocolate Cake	+1,800 HP, one ally
Dumpling	+400 HP, all
Fresh Sandwich	+250 HP, cures poison and paralysis
Iced Strawberry	+1,250 HP, all
Jam Bread	+900 HP, one ally
Salmon Riceball	+2,200 HP, one ally



Item	Function
Bamboo Seed	+25 MP to all equipped Eggs
Seed of Moves	+10 SP
Seed of Psyche	+3 MEN
Seed of Running	+3 SPD





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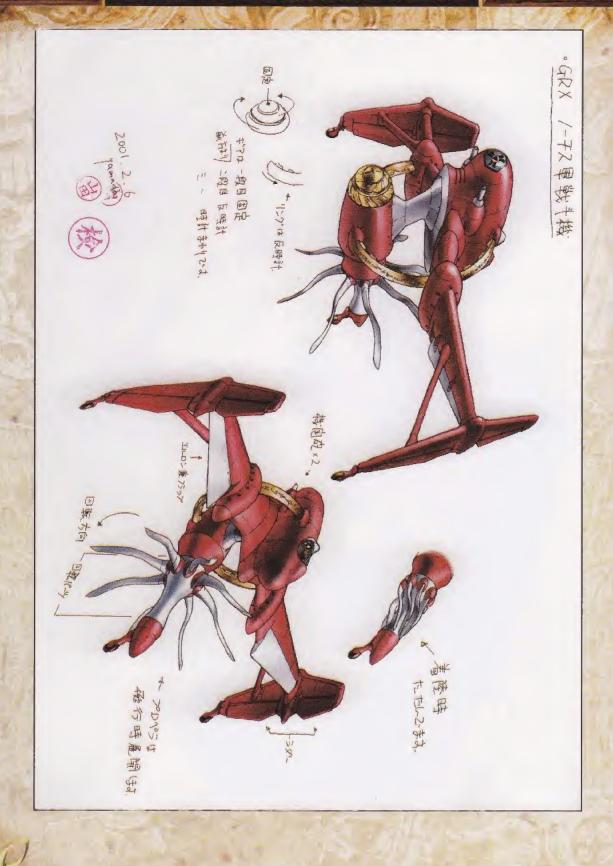
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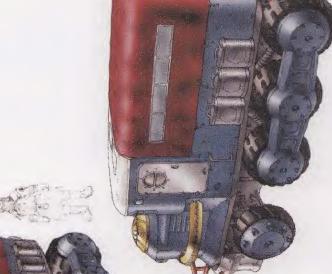
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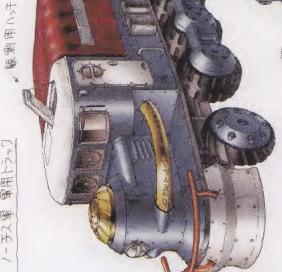
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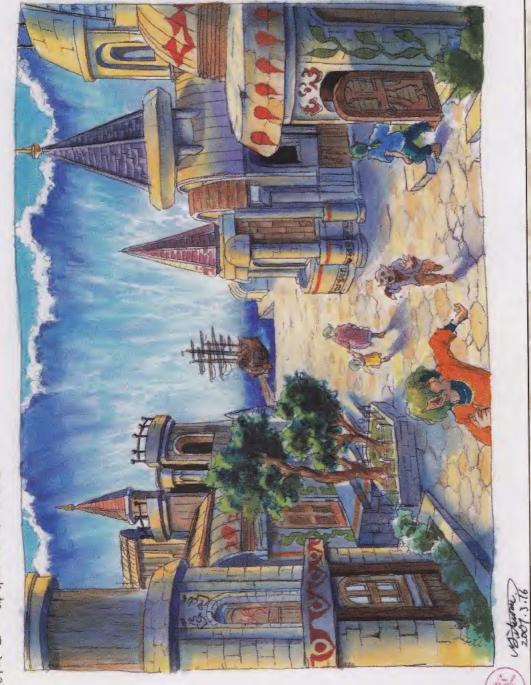
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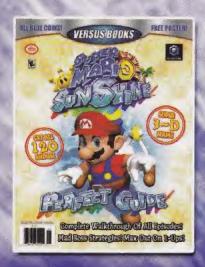


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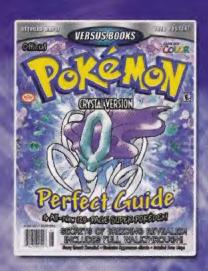


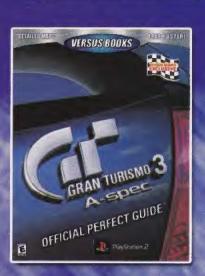






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